

CHICAGOTM

BY NIGHT



A City Sourcebook for VampireTM

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Dedication: This supplement is dedicated to Upton Sinclair, one of the first to reveal Chicago's Vampiric conspiracies.



CHAPTER ONE:

INTRODUCTION

"Never has there been such a city, with such a population of the Damned. We would never tolerate such an abomination in the old world, but here the reach of the Camarilla is weak. They are, all of them, Anarchs, even those who would call themselves Elders. Many times have we attempted to put down the youth of this city, but again and again they return and bring new Kindred into the world. For us to ever control this city we must destroy them, and begin again with children of our own brood. Heed my warning well, we must do it soon, lest the Masquerade be truly sundered by these detestable fledglings."

— Petrondon, Justicar Nosferatu

Chicago by Night is a sourcebook for the Vampire storytelling game. It is your guide to the neighborhoods, intrigue, and the Undead of a Gothic-Punk Chicago. This is not the Chicago of our "real" world, although it is very similar. Rather, it is a Chicago controlled and manipulated by Vampires, where the history and politics are affected by the intervention and manipulation of the Damned.

They control this city, and rule it with an iron fist. No mortal institution of any power has escaped their influence. Few kine know of it, and even fewer would dare challenge it. Prince Lodin and the Elders are the immortal lords of this great city, and they brook no challenge.

The Vampires have shaped this city, forming it in their own image. Therefore it is a city of culture, for the Elders would have it no other way. The Toreadors value the art museums, the Ventruue their sophisticated clubs and restaurants, and the

Malkavians their intellectual coffee houses. Those Elders who keep a little of their humanity surround themselves with reminders of the ages they have seen. Indeed, they have created an entire city in that image.

Thus, aside from the culture and wealth they have brought the city, they have brought darkness and evil as well. For every theater and art gallery, there are three nightclubs that cater to drug addicts and skinheads. Every elegant restaurant is matched by a seedy bar where the dregs of humanity waste their little money in a pointless effort to erase their memories of the horrors around them.

But this dichotomy suits the Elders of Chicago well. They can live in refinement and taste in the city of culture they have helped nurture, and can feed upon the dregs of the city that their greed has helped create.

The Windy City

My God, my God, why hast thou forsaken me?

Psalms 22:1

Chicago. Ask someone to picture the city, and they will have trouble coming up with a concise description. When people think of New York City, they think of skyscrapers, subways, and muggers. When they think of Los Angeles, they think of sun, smog, and traffic. When they think of Detroit, they think of cars, factories and decay.

Chicago features a strange mix of all these. It boasts skyscrapers, including the Sears Tower, the tallest building in the U.S. It has the EL (Elevated Train), one of the most complete public transport systems in North America. Situated on fairly flat terrain and located next to a lake that is large enough to

qualify as an inland sea, it serves as the Midwest's center of industry, culture, and business.

Though Chicago is situated in Illinois, it has suburbs in both Wisconsin and Indiana. It is part of a metroplex that includes much of the area along the southwest edge of Lake Michigan. Almost the entire area from Gary to Milwaukee constitutes one enormous community, and, if taken as a whole, is one of the largest metropolitan areas in the world. However, this book deals primarily with the city of Chicago itself. Gary has already been described in the Vampire rulebook, and Milwaukee will have its own sourcebook.

Chicago is one of the most important transportation centers in north America, serving as the primary Midwest convergence points for both railroad and freeways. It has a port which, via the St. Lawrence seaway, has an outlet to the Atlantic.

Chicago itself has a population of 2,783,726 (1990 census) and has been the seat of Cook County since 1931. Long known as the nation's "second city," Chicago dropped to third place among largest U.S. cities during the 1980s as its population declined during the decade by 9.3%.

Despite its falling population, the city itself seems to be prospering. The city rises majestically from the shore of Lake Michigan, its stainless steel, white marble and tinted glass buildings monuments to its ingenuity and prosperity. The old

Chicago was a dull, grey-looking city cloaked in black smoke rising from scores of factories, but today it is a testament to successful efforts to clean the air — as well as to the total collapse of the steel industry in Gary.

The city's tradition of architectural inventiveness remains strong — so much so that certain skyscrapers in other cities are said to have "the Chicago style". It was in Chicago that the first steel-framework skyscraper was built (in 1884) — all eleven stories of it. Mies van der Rohe, the great Bauhaus master, left his mark on countless monuments to his skill; he was favored greatly by Lodin, the Prince of Chicago. The city's impressive skyline includes such structures as the Sears Tower (443 m/1,454 ft), which is the world's tallest building, and the John Hancock Center.



Chicago, more than any other Midwestern city, has an indescribably Gothic look to it. Perhaps it is some aspect of the vaulting rows of skyscrapers or the constantly overcast skies, or it could be the gargoyles that guard the corners of many of the older brick buildings. In this Gothic-Punk city they have not torn up a lot of the cobblestone streets, and many of the police still ride horses. They still have street cars (instead of buses) and the enormous St. Neri's Cathedral looms over Washington park.

Chicago is many things to many people, and no two people have the same view of it. This diversity is part of its magic, and part of its mystery.

"Our champion has been unable to track down her prey, though she insists that she grows ever closer. The great conflict that she has fought for so many years is getting more and more out of control — and still the Brujah remains free. The only result of this conflict is that more and more Anarchs are created, and that they are less and less under anyone's control. If she cannot succeed soon, we must at last reveal our hand, take the final solution and enter in the city with our own Hopliotes. Just as we destroyed Carthage, so must we destroy Chicago — the cancer must not spread further. If it shall create war and bring on Gehenna then I say, so be it. Better now when we are strong, than later when we have been made weak."

— deCaligula, Letter to the Council

How to use this Book

This book has a number of uses. Ideally, you might use it as a example of how to create your own city. You would not actually use Chicago as the setting for your Chronicle, but it would certainly give you ideas for the city of your choice.

Of course, this sourcebook was designed to allow you to run a Chronicle based in Chicago, or perhaps even a continuation of the *Forged in Steel* Chronicle described in the Vampire rulebook itself. However, you should not accept everything the way it was written here. Then, if your players read this book, it will not ruin all the surprises.

This supplement focuses on the supernatural aspects of Gothic-Punk Chicago. There is much mundane detail which you will have to acquire for yourself, depending on how detailed you want your Chronicle to be.

Fortunately, this is not an arduous task. Go to a bookstore and buy a travel guide to Chicago. This will contain maps, lists of restaurants, important buildings, and may even describe the feel and vitality of the city. It can give you ideas for stories, encounters, and interesting ways to bring across the scope and energy of Chicago to the players. In the library you will be able to find books of photographs, giving you a better feel for the look of Chicago. Finally, the city has been the setting for a great many movies. Here is a brief list of sources for the city of Chicago. It

is not exhaustive, and even so you probably will not use all the sources listed; but it will reward investigation.

Reference Books:

Chicago for a Day

Frommer's Chicago

Fiction:

The Jungle, Upton Sinclair

Chicago, Studs Terkel

Chicago: City on the Make, Nelson Algren

Carl Sandburg poetry

Movies:

The Untouchables

Ferris Bueller's Day Off

The Blues Brothers

Risky Business

Flatliners

Marked For Death

Contents

This book has five chapters. This first chapter serves as an introduction and explanation of the rest of the book. Chapter 2 summarizes the city's history, with particular emphasis on the role of the Undead. Chapter 3 offers a brief geography, and Chapter 4 provides details of many of the city's more prominent Cainites and their dealings with each other. Chapter 5 is one of the more innovative sections of this book; it is a series of "encounter charts" organized by theme, describing more than 100 events or scenes which characters can be involved in as they move about Chicago. These encounters bring the characters into the middle of the intrigue and politics which are a constant part of life in Chicago, and will slowly lead them through the lies and mysteries that cover every aspect of the city's Kindred.

Rising from the Ashes

The denouement of the White Wolf Vampire supplement *Ashes to Ashes* relies on the actions of the players. Thus, if you have already run this Story, your players' actions in saving (or failing to save) Lodin will have had a profound effect on the current course of events in Chicago. If you have not yet run this Story, you can skip this section.

If the horde of blood-crazed monsters tore Lodin's last flesh from his bones, then of course he no longer rules the city. While his destruction may be kept secret from the Kindred of Chicago, Lodin's continued absence leads to an unprecedented jockeying for power among the Vampires of the city. Numerous

Cainites, especially Capone and Ballard, have set their sights on becoming Prince. The Primogen will be completely divided as to who it will support, and rivalries among them and the city's other Elders will begin to come to the surface (Tyler v. Critias, O'Leary v. Inyanga). The agitation of the Anarchs will rise to new heights and they will flock to the city from across the continent. The Sabbat will take advantage of the turmoil to increase their own activities in the city and, as if all the Vampires dashing around were not bad enough, the police will no longer be under undead control.

If the players rescued Lodin in time, his gratitude knows no bounds. He will happily make any of them (without Anarch ties) his personal bodyguards and Archons, offering them herds of mortals and great status among the Damned. Barring that, he will petition the Primogen for permission to tighten his grip on the city, preferably by forcing many of the city's Vampires to Blood Bond to him. His paranoia will be heightened, and new Kindred will find the city extremely inhospitable. The slightest rumor of someone siring in the city will become the cause for a blood hunt, and the Wolf Pack will roam the streets with frightening regularity. The battle-lines between the establishment and the Anarchs will become more prominent, and Lodin's actions will drive many previously-

uncommitted Cainites to the Anarchs. Tension among the Kindred will reach an unparalleled level.

Theme

Though each story you tell in this setting will have its own theme, there is an overall theme to Chicago that you should bear in mind. This theme sums up the emotional and mythic *gestalt* we have created, as well as the motif common to most of the published Stories set here.

Chicago By Night is about mysteries within mysteries, webs and more webs, the lust for power. It is about intrigue and manipulation on the grandest scale, and it is intended that the characters become deeply involved in it — willingly or otherwise. No matter what their aims and methods, the pulse of this city will make its mark upon them.

If this theme had to be summed up in a single phrase, it would be "*Nothing is as it seems*". You should make sure that the characters start with the roughest idea of what is going on, and gradually, painfully, uncover schemes and facts, only to have them revealed as another layer in the tissue of lies. Only by the end of the Chronicle (if at all) should they have uncovered



the central mysteries. It should be like peeling away the layers of an onion. Layer by layer the characters peel away until there is nothing left. In the end, it is the intrigue that forms the base and substance of this city. Without it, nothing would be the same and there would be even less organization and structure.

Use every chance you get to confront the players with this theme — but never reveal it to them directly. Send them down plenty of wrong-way streets and blind alleys, plug in as many mysteries and secrets as they can stand and *never* tell them the complete story about anything. In short, keep them guessing. Even more importantly, make sure that they *want* to keep guessing by making the entire process as entertaining as possible. And this means that, ever once in a long while, they have to uncover something of genuine Truth.

This is why another name of this theme is just that — the quest for truth.

What is Evil? What is Love?

What is the force that possesses us?

Where is the beauty? Where is the Truth?

What is the Force that watches over us?

The The, The Violence of Truth

Mood

The mood of *Chicago by Night* largely depends on what type of Chronicle you intend to run. We suggest that you play up the chaos as much as possible. No single person in this city knows all of what is going on. Everyone is continually surprised by the plots and intrigues that are revealed and by the unnatural connections between various Kindred that are uncovered. Nothing is as it seems, and this creates a mood of unparalleled chaos. The players should never know what is coming next. Each scene should contain some sort of surprise and some greater sense of this chaos.

Chicago is a strange and bizarre place. Beneath its veil of middle-American solidity there teems a world of violence and anarchy. It is a world of the weird. The characters, being a part of this “second” world, should never be far from that weirdness.

“Let me give you a word of advice. If you obey his rules he will leave you alone—even if you are a Caitiff and have never been presented to him. The Prince has enough to worry about without having to put down every Anarch who was created without his permission. If you do not cause trouble by breaking the Masquerade or actively plotting against him, he will ignore you. However, if you cross him he will use every resource to crush you. Of course, the Prince is often approached by those Elders whom he owes favors and asked to inflict punishment for minor transgressions. If your enemies have his ear, then you are in trouble no matter what you do.”

— Rebekah, Monitor of Chicago

Changes

Finally, as with any published gaming material, the Storyteller is free to change any aspect of these characters. They are raw material for you to mold and fit into your own game. This is not merely your right, it is your duty. No two gaming groups, no two Storytellers and no two Chronicles are ever alike; we have provided material which is aimed at a hypothetical (and nonexistent) average user, but everyone who reads this book will find *something* which they think needs change or improvement. Do it. Until you begin to play around with this material you will not be comfortable with it; this will hamper your use of it during game-play. Create your own Prince and throw Lodin out, or add in a whole new group of Anarchs for your characters too meet — whatever you need for your own Chronicles.

While these characters have been designed to mesh together in an intricate Chinese puzzle of conspiracies, plots and counterplots, individual characters can also be lifted whole from the landscape of Chicago and placed in any situation you as Storyteller see fit. You can use Chicago as an example of what a city is like, a template for your own city. Don't be afraid to leave Chicago entirely and use any other city (your home town, or a city you know well) as the setting for your games. It is our belief that the best roleplaying occurs when it takes place in a setting of the Storyteller's own creation — while that can eat up enormous amounts of time, it is one of the most rewarding things about this hobby.

Just keep in mind this is *your* supplement; do with it what you will.

The Damned

There are more than 70 Vampires currently living in Chicago, many of whom are described in chapter 4. However, to be better able to work through the rest of this book, you need to understand what is going on in this city. The Byzantine politics are torturous and never-ending. Much of this book describes and details the intrigue of these Vampires.

Many of Chicago's people descend from 19th-century European immigrants, attracted to the city by industrial jobs, and thus many of its Vampire have ethnic origins as well. The strong socialist history of Chicago has also left its mark on the immortal population.

Power Structure

Chicago is ostensibly controlled by Lodin, who is the Prince. But the truth goes much deeper than this. Though we don't want to give it all away here (it would be too easy for a player to pick up the book and read this section) contained deep within this supplement is the Truth about who and what really

controls Chicago. Of course, there are always many different sides to this Truth, and not all are described here.

As the Chronicle progresses, the search for the true powers in Chicago should become the characters' primary motivation. However much they learn, they should never be sure of when they have finally discovered the true shape of things. There are many rumors, and many theories. A great many Anarchs fear that the Tremere are planning a takeover; most Elders suspect the Anarchs of plotting rebellion once again; others fear the Sabbat; some insist that there are Ancients at work in Chicago.

Everyone among the Kindred knows of the war between the Elders and Anarchs which has continued for so long.

Its violence has etched itself into the minds of everyone who has lived through one of the "nights of rage."

Almost all in the city know that Lodin is the Prince of Chicago and that Modius, his arch-rival, is the Prince of Gary. Many know that Lodin's power is backed up by the power of the Primogen, and a few know of the rivalries and intrigues within the Primogen, and have an idea of who holds power among them. Of course, everyone has opinions and theories. Almost no one knows that the Primogen actually rule over Lodin, and that they are much more than an advisory council.

In all Chicago, only five know of the dark powers that lie beyond the Primogen, of the ancient forces at work within the city. Only five know of the Methuselahs, and only two know



their names. They have been at war for over a millennium, and they are many of the other Kindred as pawns in their Jyhad — including the Prince, the Primogen, and all of the Elders. The city has been divided up between them into two opposing camps. The events that most think of as arising from conflicts between Lodin and the Primogen, Lodin and the Anarchs, or Lodin and William, actually stem directly from the conflict between these two Masquerades.

None in Chicago know of what powers struggle above them.

*Damn your souls and curse your grins
I stand here with a fading dream*

Domovan, The Ballad of the Crystal Man

Lodin's Laws

I have but five laws in my city. As long as you obey them strictly, I shall not harm you, nor allow others to do so.

- 1) None in my city shall kill and leave behind evidence of their feasting. If your slaying shall cause an investigation among the Police, or worse, among the Press, then I shall track you down and extinguish you — or if others speak for you, exile you. You must lick all wounds, and dispose of all those you kill. I hold the fourth tradition in strong regard and do not take such violations of the Masquerade lightly.
- 2) Do not harm the travelers to this city, for its wealth is based upon it being a center of commerce and travel. You may feed from such, but do not leave any evidence of your feast. You should not test me on this, for these folk are the basis of the wealth of my realm.
- 3) Have nothing to do with any of those among the Press. They are to be strictly ignored. They are my Domain. Neither should you attempt to create contacts or retainers among the Police of this city. They are my Domain as well.
- 4) Keep the sanctity of Elysium, for that is our place of rest and recreation. No act of violence or struggle shall be tolerated. You may attend my court there, as all in my city are free to do, but you must not carry your conflicts into the sanctity of its ground.
- 5) Do not hold commerce with my enemies or those who seek to usurp my rightful authority. I shall repay treachery with treachery, rebellion with iron might. Let me caution you. I know all that happens within my realm. Do not think you can keep secrets from me.

Heed these words, and do not attempt to disobey my laws. I am a fair and even-tempered Prince, but I warn you, do not cross me. My temper hath no bounds.

Mortal Society

*Either I'm a genius
or I haven't learned
a damn thing
I can't figure how
I remember
how they look the way I'm
going through people
like a dirty book*

Taoist Cowboys, Not Even Johnny

Almost every section of the power structure in Chicago, be it government, business, unions, high society or media, is controlled in one way or another by Vampires. Though frequently one Cainite controls each area, often one or more others might have influence over it as well, and may someday attempt to seize control of it. They continually fight over the numerous prizes of the mortal world — the city government, businesses, and innumerable other institutions.

Government

The mundane government of Chicago is still controlled by the old political machine — a political machine unrivaled in any other city in the nation. Though for a time it was overthrown by an extraordinary black politician, Mayor Harold Washington, the manipulations of the Kindred allowed the machine to take over again a few years later.

To this day the machine penetrates down to the neighborhood level. Ward bosses look out for the voters in their neighborhood and pass out political favors to those who aid them. This machine is, in the end, controlled by Vampires — just as is every other major institution in Chicago.

Kindred Influence

*Nothing can erase this night
And there's still light with you
Rhapsody
And if we can never see the sun
There's still light with you
Siouxsie and the Banshees, Rhapsody*

Chicago tends to reflect the taste of the Kindred. Those businesses used or favored by the Vampires (particularly the Elders, the Ventrue, the Tremere, and the Toreadors) often continue to exist even if they do not otherwise make a profit. Over their long lives, the Kindred have grown used to having their own way without argument or delay. Money is not difficult for them to obtain, and thus their decisions are not dictated by the demands of the profit motive.

Is a street-gang troubling an owner, who is losing merchandise? The police will shortly raid the gang's headquarters, and its members will be shot while resisting arrest.

Is a Chicago Health Inspector threatening to close down a social club because its restaurant does not meet city regulations? The Inspector will be quickly and quietly fired, or transferred to other duties.

Are those collections of dusty old books a fire hazard that a Fire Marshal wants to see removed? The Marshal will change his mind. He may never remember having seen them.

Because of this, many businesses that may no longer exist in our world flourish in the Gothic-Punk world of Vampire. However, the owners are dominated by a clientele more elite than Chicago's rich.

Vampires' predatory instincts extend to more than mere feeding. The undead think of a business in the same way they think of a Vessel. Drain it too quickly, and that is one less Vessel, or business, to rely on in the future. And such abrupt and final action draws attention. Whether it is a dead body drained of blood, or a business bankrupted by an unknown client, both are a potential threat to the Masquerade.

So important businesses still exist. However, they are run down and decaying. The owner is so busy seeing to the needs of the Cainites that he has little time to worry about painting and cleaning. Money is what is important, and that comes from seeing to the needs of these oh-so-important customers who are willing to spend their money freely. And so a vicious circle begins. A Vampire finds a bookstore that has a rare book, and pays a fabulous price for it. Since the bookstore owner obviously has certain sources and contacts, the Vampire asks for another rare book. The owner is not sure why, but he is frightened of his new client. He uses much of his profit from the first sale to expand his net of contacts to find the next book. Other Kindred hear about this owner who can find rare books and come to his shop.

Soon, the owner is making large sums of money. However, the demands of the Kindred come more frequently, and for rarer items. The owner is spending money just as fast to search for these items.

The cycle may take years, but eventually the owner has exhausted his sources and can't find a particular item. The Kindred move on to a new bookstore, leaving the owner with less money than when the first Vampire paid him a visit. The store is peeling paint, gathering dirt, and falling to pieces. His mortal customers, spurned for the free-spending Kindred, have long since moved on to more pleasant places.

Such is the pattern of supply and demand in any city that is host to the Damned. Chicago is no exception. This aura of decay — not just in the poorer parts of town but in the middle- and upper-class neighborhoods — is what gives the Gothic-Punk world its texture.

"I tell you friends, that this is a city like no other, a city with no restraint, a city ruled by the most irresponsible of councils. In the guise of maintaining the Masquerade they rule

the teeming masses, but they mostly use their influence to combat one another. They do it almost openly, their contempt for the mortals, making them take the greatest risks with the greatest aplomb. For the Neonate thrust into such an environment, nothing can be trusted, nothing can be truly known, nothing can be known as it truly is. The Fledgling must be most careful or else quickly become a pawn of some greater power.

"Soon the Camarilla will attempt to intervene, and when they fail some of the greater powers will attempt the final solution. I beg you for permission to assist some of the higher-minded Anarchs, to help them create their own solution before one is imposed from above. I tell you, here I have found more talent and compassion than I have seen in many a year."

Inyanga, Primogen

Vital Statistics

Chicago sits along the southern shore of Lake Michigan in the State of Illinois. The lake exerts a strong influence on the city's climate and has led to the city gaining the appellation "The Windy City." Nighttime temperatures range on average from 25° F (-4° C) in January to 75° F (24° C) in July.

Chicago is not as windy as its nickname might suggest. But certainly the breezes off of lake Michigan are as constant as they are brisk, especially on cold winter nights.

Traveling To Chicago

*Take me beyond love
Up to something above
Upon this bed, between these sheets
Take me to a happiness beyond human reach.
The The, Beyond Love*

There are a number of ways to get to Chicago, though of course it is simpler for mortals than for Kindred. This will not be a problem for characters native to Chicago, but, if your Chronicle began in another city, you will need to know how the characters get to Chicago.

The Kindred use nearly all means of transportation, but each involves certain special considerations. Frequently, another Cainite has control over a given mode of travel, and requires permission and perhaps tribute before allowing another to use it. Then, all necessary arrangements will be made. These "agencies" offer the safest and most efficient travel arrangements for the Kindred, but a character must be in favor with the Elders in order to make use of them.

Vampires almost never travel alone. Retainers are invariably employed by all but the most arrogant. Though, of course, the "agency" will have its employees along, one's own retainers are aware of special needs and arrangements, and can

be relied upon to put one's safety above their own. On long journeys, meals can be arranged, but normally travelers are expected to make their own arrangements — another reason for taking retainers along. Travel is a perilous thing for the Kindred, and should not be taken without trepidation and care.

Road Travel

Agencies can arrange travel in specially sealed containers aboard freight trucks, but this is a fairly new concept. Characters can arrange their own travel by car, but this is particularly dangerous. Stops must be arranged each day and a safe Haven found (often simply a motel room with the curtains closed and a *Do not Disturb* sign on the door), and care must be taken for the safe procurement of food. Some Anarchs travel regularly in this manner, but you will not often find Elders taking such risks.

The primary route into Chicago from Milwaukee is I-94, and it joins the JFK expressway which enters the downtown area. The western leg of I-94, which is called the Tri-State Tollway and forms the circumferential expressway around the city's west edge. From Madison and Rockford, I-90 is the main highway; in the northwest suburbs it intersects I-190 which then curves southwest and continues into Chicago as the Eisenhower Expressway. This is the primary route to the western suburbs. In the south are I-94 (Calumet Expressway), I-57 and I-90. All three connect with the Dan Ryan Expressway which connects to the city center. I-90 and I-80 bring in travelers from the eastern seaboard, and I-94 provides access to the city from Michigan.

Air Travel

Chicago is served by two airports, the enormous O'Hare, and the smaller Midway, located close to the downtown area. Flights from all over the world arrive at O'Hare. It is one of the largest and busiest airports in the world.

Though it is very dangerous for Vampires to take normal passenger flights — delays or mishaps can let daylight overtake a night flight, and the window-blinds are less than effective. Private planes are quite viable, as are sealed containers loaded onto freight planes.

An office is located at O'Hare, run by a retainer of Ballard of Clan Ventrue, which can organize the air travel arrangements of any Vampire in good standing to Lodin. A private jet with an uninquisitive crew would cost at least \$4,000, while having yourself shipped in a sealed container (often a coffin) would cost around \$800, but can be extremely nerve-racking, with the traveler held helpless.

Sea Travel

There is a seaport located in East Chicago; numerous sea-going vessels dock here to load and unload the goods of the

world. There is also a dock near downtown where a number of excursion boats and ferries dock. A large number of pleasure craft also find port here.

Rail Travel

Many Vampires prefer to travel by rail as the system is so completely controlled by the Kindred. Air travel still makes many of the more traditional Cainites uneasy and sea travel is too slow, but the trains are safe, fairly quick and a matter of tradition. Most often the Kindred will ride in a specially designed caboose, but, when one is not available, they will have to settle for a private room in the first-class coach or a sealed coffin in the baggage car. They will almost always bring along a coffin or other sealed container will in case of an emergency.

Getting Around Chicago

Once the characters have arrived in Chicago, they'll need to know how to get around. Most characters will have their own transportation — a motorcycle, car or even a limo. Those who do not have, or do not wish to use, their own transportation have a number of options:

Road

Taxis are very common in downtown Chicago, and become rarer as one moves away from the center. Fares range from \$5-\$50 depending on length of journey. There is also a fairly widespread bus system, which is used by some for the procurement of Vessels (often done by the Anarchs). Finally, cars can be rented by anyone with a reasonable credit rating.

Air

Many of Chicago's skyscrapers have rooftop helipads, and many corporate and private helicopters and helitaxis fly about the city. It has become increasingly popular for the wealthy. A heliotaxi charges \$120 for any ride, regardless of distance. However, they only serve Chicago, the inner suburbs, and O'Hare Airport.

Rail

Chicago has a highly-developed system of trains and subways, due largely to the influence of Drummond of Clan Ventrue. Fares are \$6-\$15 on average, and can take you as far as the outer suburbs.



CHAPTER TWO: HISTORY

They only dimly recalled the things they had lost and refused to believe that there had been a time when they were pure and happy.

Fyodor Dostoyevsky, The Dream of a Ridiculous Man

Chicago has earned itself a host of colorful sobriquets during its short but illustrious history. Young by European standards, the city has become known as Gangster Land, Hog Junction and the Windy City, among other names. Its political machine has long been one of the most powerful in the country, manipulating politics even at national level. However, none of these images tell the whole story about one of America's most

intriguing municipalities. The truth is concealed in the lives of the Kind who control this city, and have manipulated its history from its very first days.

This chapter describes the history of Chicago — both the Vampire version of mortal history, and the particular history of the city's Kindred.

Early Settlers

The first settlers came to the area during the American Revolution, when it was still under British control. The United States and revolutionary war hero Gen. "Mad" Anthony Wayne, secured the land in 1795, and Fort Dearborn was built in 1803. Needless to say, this did not sit well with the Native Americans who had called the area home for generations. Here they had their sacred lands, their burial-grounds, and their hunting ranges. Newcomers who tried to displace the land's older residents found themselves the targets of raids and war-parties.

The army abandoned the fort during the War of 1812, but returned in 1816 along with more settlers and, eventually, engineers hoping to establish a new city at this strategic river junction. The natives found a leader in Chief Black Hawk, and prepared to defend their ancestral lands.

The United States army had been enjoying considerable success against America's natives ever since the death of Tecumseh during the War of 1812. However, Black Hawk thought he had an advantage in the form of the Pale Wolf, a white man who had lived among the northern tribes since before Black Hawk's grandfather was born — an ancient Vampire who had been born with the name Meneleus, and now called himself Menele.

However, General Whistler, commander of Fort Dearborn, was under the Domination of Helena, Menele's arch enemy. She had hunted him across the continent for centuries and was more than able to tip the balance towards the newcomers. She also focussed attention on the conflict, so that fresh troops would be sent until victory was secured, no matter what the cost.

Indian Wars

Menele had hoped to turn Black Hawk's people into an effective fighting force of his own, capable of standing against Helena and her minions. Unfortunately, he had little knowledge of the destructive power of firearms, and despite his training and his followers' own valor, Helena managed to defeat him yet again.

The climax came during one tragic midnight cavalry raid on a riverside encampment. Menele, seeing the cruel slaughter of the brave people with whom he had lived for so long, burst into a murderous frenzy. Instead of relying on pawns to fight his battles as he had in the past, he flew into the fray himself, charging straight at the equally powerful Helena. He was shot many times, but nothing seemed able to stop him. The two Methuselahs met with all the pent-up fury of a whirlwind, and the air turned red with the vast quantities of Blood they used. Indeed, it was said later on that many of the Indians managed to escape the slaughter only because of a portentous blood-red tornado.

None of those watching could follow the swift course of that titanic battle, but finally they saw Helena dig her claws deep into Menele's ribs. With a scream of agony which made the earth itself shake, Menele drove his skull deep into her forehead. The two separated, both thrown to the ground by their injuries. Menele's remaining braves made a last desperate charge to rescue their ancient ally, but could not reach him before Prias managed to drive a burning stake deep into the Vampire's neck. At the cost of many lives, Menele's allies managed to seize his body and escape into the woods, while Prias carried his lover to the safety of the fort.

Thus, two of the mightiest Cainites in the New World fell into torpor under the watchful gaze of their mortal allies. However, their deep slumber did not mean an end to their age-old feud. From their sleep, the two called out to all their supporters around the world, and Kindred and kine alike flocked to them.

The First Prince

At first Helena thought she had the advantage, since the fort and all its inhabitants were hers to command. She ignored the growing city and, without opposition, Menele managed to ensconce his followers amongst its leadership.



Maxwell became the city's first Prince. Sired by an ancient Spanish Brujah, he had first come to Chicago as a fur trader. Excluded from the upper echelons of mortal society because of his race, he found the Kindred to be somewhat less prejudiced. Indeed, Inyanga — now an ancient member of the city's Primogen — first became interested in moving to Chicago when she heard that a black Prince ruled it.

The Civil War brought amazing growth in Chicago's mortal population, but few new Vampires arrived, as most were enjoying the spoils of war. With the end of the war, though, came change. New Cainites began pouring into the city despite Maxwell's efforts to keep it a Brujah haven. Numbered among the newcomers was the Ventrue Lodin.

By 1871, Maxwell and his allies had finally managed to stem the influx. Then came the horror of Devil's Night. Flames lit by a suicidal Malkavian swept through the city like a murderous squall, burning everything in their wake. Amazingly, few mortals died, but the fire gutted 18,000 buildings and almost completely annihilated Maxwell's supporters among the Kindred.

With the city's vampiric establishment in disarray, Lodin saw his chance. Opting for a night when Inyanga had left town, the Ventrue made his move. With a small band of Toreadors and fellow Ventrue, he attacked Maxwell in the Brujah's Eastside mansion. Expecting a swift, one-sided struggle, they found Maxwell much stronger than they thought. Many were decapitated by Maxwell's saber before one of the Toreadors managed to tear his arm off. Maxwell escaped through a window, and has not been seen in the city since. Lodin wanted no rivals among his own kind, and methodically destroyed those few Ventrue who had survived the battle. From this point on, all the Ventrue in Chicago were of his line.

After the Fire

While those Cainites who remember the great fire still call it Devil's Night, Chicago as a whole actually benefited from the destruction. Massive rebuilding rejuvenated the city; within a few years it had surpassed its old glory and, under Lodin's leadership, became one of the industrial powerhouses of the Americas.

With such rapid growth came unexpected turmoil. Lodin's power among mortals radiated from the top down, and he gave those mortals he supported the power and freedom to increase their wealth at will. He used the twin powers of money and force (the latter through his police and special security guards) to keep the mass of people in line. Still, it came as a surprise when the workers upon whose backs the city had been built upon began to protest their desperate conditions. The fact that a Vampire could transform that massive unhappiness into a bid for power also came as a shock.

The Challenge of Modius

The Toreador Modius seemed to come out of nowhere. He quickly gained support among the mortal workers and among disgruntled Kindred. Most importantly, he had the backing of Inyanga, Khalid and the Brujah Procet, three powerful Elders who had not liked Lodin's high-handed and violent assumption of power.

At first their battle involved few confrontations, with both sides relying on mortals to bear the brunt of the conflict. Soon, though, Lodin found his mighty police force and private security agencies cancelled out by the workers' more violent elements, and found himself lacking Vampiric allies.

The great institutions Lodin had created to ensure the stability of his rule began to crumble before spreading strikes and violence. His hopes that a strong, controlled economy would create a tranquil environment for Kindred and kine alike proved illusory. Even with the aid of two new lieutenants, Ballard and Drummond, Lodin seemed incapable of doing little more than delaying his eventual overthrow.

First he tried to destroy some of the union leaders during a protest in an open air market. One of his mortal agents threw a bomb into a crowd of police, setting off a riot which led to the deaths of several union members and police officer and the death sentences for four union leaders, though none could be traced to the bombing even in Chicago's kangaroo courts.

This move backfired on Lodin. The dead men gained far more influence as martyrs than they wielded during life, and union fervor rose to all new heights. Lodin swore not to make the same mistake twice, but events took the next episode out of his control.

Pullman Strike

The Pullman strike of 1894 has gone down as one of the great tragedies in union history. A strike against bad working and living conditions managed to unite black and white Pullman workers and cripple the nation's rail system — a direct threat to Lodin's most recent lieutenant, the railroad baron Drummond. Without even consulting his prince, he caused government troops to attack the workers and broke the strike. But his actions swayed public opinion even more strongly in favor of the workers. The incident became a worldwide scandal and an embarrassment for the city.

Lodin finally concluded that his current arsenal was not capable of stopping the workers. He began casting about for a suitable tool to control the workers, and his eyes lighted upon Tommy Hinds. He quickly Embraced the prominent socialist (see Hinds' description on pp. 122) and used Domination to force his Get to turn on the other labor leaders.

Hinds began by co-opting the union leadership with promises of personal wealth and power if they would ensure the workers' complacency. Industries most at risk were forced to upgrade pay and working conditions, while recalcitrant unions began to suffer the first takeover attempts by organized crime. Modius' forces were slow to react to this new threat, but when they did it was with a violence previously unseen in the long conflict.

Tired of the seemingly endless battle, Modius' followers had become impatient and less willing to rely on the kine. Led by the Anarch Balthazar and his Sire, they began to seek out and destroy Lodin's helpers among both Kindred and kine. Now, Lodin knew he had the rebels where he wanted them. He sought out the eldest Cainites in the city and stressed the risk being run by the Anarchs' violations of the Masquerade. He also promised to do his best to keep the city at peace, and received the Elders' grudging approval to end the long war by whatever means were necessary.

At the same time, Hinds had made his infamous visit to Balthazar and convinced him to switch sides. With the assistance of this Brujah and the quiet acquiescence of the Primogen, Lodin began a systematic campaign of extermination. He managed to mask his attacks as a series of blood hunts against violators of the Masquerade and, by the beginning of World War I, had managed to destroy most of his opponents. However, Modius — with the secret aid of Annabelle — managed to fortify himself in Gary, which was a center of union strength.

Cauchemar Praxis

The next 50 years have become known as Cauchemar Praxis, a time of peace among the Kindred. Lodin likes to take credit for this quiet era, but most Cainites think of the time as the years when Chicago muddled along. Still, even this relatively quiet period had its share of excitement.

The Creation of Elysium

Lodin learned to fear the growing power of the Primogen during this period. This powerful Coterie of Elders first made their power felt shortly after Lodin seized control of the city. Originally, the Primogen consisted of those who felt the new Prince had overstepped the mark. While none had been able to accuse him of violating the Lextalionis, at least three — Inyanga, Khalid and the Brujah Procet — felt that his actions created a dangerous precedent. They also feared Lodin might use his new power for ill, possibly by hunting them for their own ancient Vitae.

These three had thrown their support behind Modius, but found their power cancelled out by the mysterious might of

the Ventrue, the Tremere and the Malkavians. Thus, they decided that the city's true authority rested in the combined forces of the Elders. Shortly after World War I, tentative invitations went out, and soon the greatest of Chicago's Cainites began to gather.

They took their cue from an ancient Toreador tradition to make places of cultural significance off-limits to violence. Calling these places of safety the Elysium, they met in the hallowed halls of the Chicago Symphony Orchestra. Wreathed in the strains of great music, the city's supreme Vampires found themselves engaged in what would become a hallowed tradition.

Passing notes, engaging in heated telepathic debates and carrying on arguments through messengers, the Primogen began to establish a power structure above Lodin. As long as they had consensus among themselves, they were more powerful than he. The first meeting ended with few tangible accomplishments, but all who attended left with the feeling that they had found a way to settle differences which might otherwise flare into bloody conflict. These ancient Cainites were utterly unconcerned by the fact that much of what they wanted to accomplish would require Lodin's acquiescence — willing or otherwise.

Lodin knew about the gathering, but did not fully appreciate its influence until he moved to make Capone his newest lieutenant. This conflicted with Proctet's own plans to manipulate the underworld, and put the two on collision course. Whereas in the past this conflict might have been decided by combat or kine manipulation between the two protagonists, now the question came before the Primogen as a whole. By a 5-2 vote they decided to allow the Prince his new Neonate, but on matters of the underworld he would have to bow to his Elder.

Lodin shook with rage when he learned of the decision. There had been no Primogen in the land of his Embrace, and these meddlers seemed bent on ruining all his hopes and dreams. Again and again he found himself checked by their might, with no means to resist them.

The Interdiction

Lodin refused to forget the challenge Modius had made to his rule. As long as no new threats emerged, the Prince of Chicago's primary goal remained the destruction of the Prince of Gary. He began what is known as the Interdiction of Gary — a scheme to strip Modius of power by destroying the power of the mortals he controlled. To this end, Lodin gave Ballard and Capone almost free rein to cripple the Indiana city's economy and destroy union influence. Though it took some time for its effects to be felt, by the time Modius and the other socialists realized what was happening it was too late.

Gary's economy had long been based on steel. Unable to drive the steel plants out of the city, Ballard attacked the steel

industry nationwide — something he did with astounding efficiency. By forcing the mortal leaders of the industry to make the most asinine decisions, by strangling investment and by supporting the growth of foreign steel manufacturers, Ballard managed to drive Gary's economy into a depression which so far has proved incurable.

Capone used the forces of organized crime just as effectively. Extortion, hijacking and various other rackets contributed to continuing decline of Gary. He managed to place his underworld pawns in positions of power in the national unions, letting them attack Gary through the unions which were active there. After a time, they began to attract the attention of federal officials. On top of this, all the Ventrue of Chicago combined to keep Gary from expanding its infrastructure, building a decent airport or thriving in any way. The Interdiction has been most successful, and Modius has proved incapable of breaking it.

In spite of the numerous travails Lodin dealt with during these 50 years, he found these times to be among the best of his life — especially in comparison to what was to come.

The Anarchs

The first indications of trouble came from other princes across the country. Reports of unrepresented Neonates, growing gangs of Anarchs and marauding Sabbat clans began to reach Lodin in the safety of Chicago. The decades of relative quiet had not been limited to Chicago, and Camarilla leaders across the country had grown complacent in their rule. When threats appeared, they either mishandled them or over-reacted drastically.

The problems began in the South, where many black Vampires aided their mortal counterparts in the struggle for equality. The Princes, almost without exception white products of the racist culture they ruled, responded with ferocious brutality. However, for once the kine got the best of the Kindred, and civil rights became the byword of the day.

The Anarchs had not died out in America. While the Camarilla and the Princes had managed to keep them in check, they had been growing slowly but constantly. When some West coast Princes decided to crack down on this potential threat in the early 1960s, the rebels reacted with unparalleled fury. Allied with discontented mortals, the Anarchs met the Princes' move with organized aggression, and soon violence swept the nation. Many of the west coast cities, generally run by younger Princes, fell to the onslaught, and remain in Anarch control to this day.

Chicago's Anarchs had been badly mauled during the fall of the socialists earlier in the century, but had been quietly rebuilding through the years. By 1960 they had surpassed those who had risen with Modius in both strength and numbers, and become a source of constant concern to Lodin. Through the early 60s a sort of shadow war developed, with the city's Ventrue

trying to drive out the weaker Anarchs and the Anarchs trying to ~~sear~~ mortal institutions out of the Prince's control. Still, both ~~times~~ avoided serious violence until 1966.

The Night of Rage

In what has become known among Cainites across the ~~country~~ as the Night of Rage, the whole situation changed. The ~~problems~~ started when Balthazar went looking for a Neonate Brujah rumored to have entered the city several days earlier. The Prince's enforcer had no luck finding the newcomer, but did ~~stumble~~ onto a group of Brujah gathering in Lincoln park. Afraid ~~that~~ they were plotting against the Prince, Balthazar and his ~~Ventrue~~ assistants attacked, slaying two of the Brujah.

Unknown to the Ventrue, these Brujah were a major ~~reason~~ the city had not already erupted. Members of a band ~~called~~ Urban Sprawl, these Vegetaries had become a leading ~~force~~ among the Anarchs due to the popularity of their music. They counseled non-violence as a way for the Kindred to solve ~~their~~ many problems, but found their pacifism no match for Balthazar's brutality.

The Anarchs responded to the atrocity with a ferocity ~~that~~ shook Kindred society to its roots. Battles raged across the ~~streets~~ and through the sewers of the giant city. The Elders ~~were~~ not safe, even in Elysium, and some were hunted back to ~~their~~ heavens. By the end of the week more than a dozen on either ~~side~~ had been destroyed or forced into torpor. Soon the worst of ~~the~~ fighting had ended, but the war had once again come out of ~~the~~ shadows.

The War of Ages

Chicago, as the largest U.S. city under Camarilla control, soon became the center of the War of Ages.

Anarchs flocked to the city, and the Camarilla sent a group of powerful Archons to battle them. For the next two years ~~both~~ sides sniped at each other, maneuvering through the city in hopes of achieving some advantage. The Anarchs made some half-hearted attempts to take control of mortal institutions, but for the most part they co-opted the youth rebellion that was in ~~fall~~ swing by that time. The old socialists mostly stayed out of the conflict, but they did give advice and succor to the younger Anarchs.

As 1968 dawned, it became more and more apparent ~~that~~ a showdown could not be long delayed. April brought with ~~it~~ a preview of the violence to come. The assassination of Martin Luther King, Jr. caused an outburst of previously-suppressed ~~buttness~~ bitterness. While the riots caused great concern in the mortal society, the Cainites had yet to settle their conflict.

That happened in August. From all parts of the country and from across the globe Kindred and kine poured into the city for the Democratic party's presidential convention. Tensions grew until one of the last days of the convention — August 28th. The city was full to bursting, and the blood of nearly every Cainite in the city was close to boiling from the strange smells wafting from the excited mortals. At first, the fighting seemed little different from previous skirmishes, with small groups from each side ambushing one another.

The true violence started after Lodin obtained leave from the Justicar Ventrue to settle the Anarch problem once and for all — but it is doubtful she would have given permission if she had known what Lodin had in mind. As the Anarchs and mortal rebels prepared for night and began to head from Lincoln park into the streets, the Prince launched his assault. Armies of police and Elders flooded into the streets and attacked the



protesters. Battle was joined, and much of it was shown live on national TV.

Never before had the Anarchs experienced an assault of this magnitude. Faced by mass charges of heavily-armed police, the ranks of the protesters crumbled, and the Anarchs were forced to flee. Once they were out of sight of the cameras, groups of Elders and Archons set upon them. More than a hundred Vampires from all parts of the world disappeared that night. Not all were extinguished, but it is said that ashes covered the streets the next morning.

The Prince's forces took their share of losses, but for the first time in centuries the Camarilla began to feel that the Anarch threat had been crushed. Though many were shocked at the risk to the Masquerade — some film had to be destroyed, and certain eye witnesses influenced or disposed of — stability was finally restored to Chicago. Not only had the Chicago Anarch movement been crippled, but Anarch leaders from all over the country had been destroyed as well. Many cities had the very heart of their rebellions torn out, and Princes across the country were free to crack down with brutal vengeance. Anarchs everywhere were on the run: an age of repression had dawned.

Chicago had suffered more than any other city; its very soul had been torn out. Though the Elders had won, for years they walked in fear, terrified of an attack by a Anarch crazed with vengeance. Those few rebels who still lived in the city — for it was impossible to root them all out — went as far underground as possible. Those shielded by the mightiest allies or possessed of the wildest intellects managed to survive, but Lodin hunted down and killed as many as he could. He outlawed Siring in the metropolitan area — an edict which was actually obeyed for the most part. For ten years the Anarchs played almost no role in the city. They still existed, but only on the fringes of Kindred society.

The Zoo Mystery

In the early 70s there were a series of animal thefts from the Lincoln Park Zoo. The robbers had their headquarters in this area, in an abandoned tenement's basement. In a rare burst of frenzy, several of the remaining Anarchs, led by Rosa Hernandez ("Rose"), a Gangrel, descended upon the thieves and killed them in an orgy of bloodletting. It was never known exactly why the thieves wanted the animals. Rose claimed they were planning to sell them to medical corporations for experimentation, but why any corporation would be interested in buying a leopard was unclear.

In any case, the police believed that somehow the thieves fell prey to their stolen goods. This theory held little more water than Rose's belief in why the animals were stolen in the first place. For one thing, the animals were also found dead, but, bizarrely, someone had punctured their major joints and had drained the bodies dry even of their bone marrow.

Rose was later ordered to provide a full report to Lodin at the next assembly in Elysium. She claimed that the thieves had just returned to their headquarters and found the animals dead when she and the Anarchs arrived. The place look as if had been torn up by a hurricane, and all the electrical appliances in the basement had disappeared.

Between the time of Rose's assault and the time Lodin determined her involvement, several other bizarre killings also took place. All involved the draining of bone marrow from human victims. On Lodin's orders the city government covered up these killings to avoid a panic — along with the deaths of the animal thieves. Lodin was able to call for yet another a crack-down on Anarchs, crushing all those who had been sufficiently unwise to live in the open again. The Camarilla chose to overlook Rose's violation of the Masquerade due to extenuating circumstances. Lodin gave her a strict warning, however, and she has been more circumspect since then.

The bizarre bone marrow killings ended about a week later, and no one has ever determined the cause. Of course, Kindred gossip has provided several possible explanations, from extraterrestrials to a visiting Methuselah with a new thirst.

The Return of the Anarchs

No matter how obscene the existence of Vampires may be, they remain a part of nature, and nature abhors a vacuum. Slowly, Anarchs began filtering back into the city or were created despite Lodin's edict. Confident that his victory had been final, Lodin began to relieve the pressure he had exerted for so long. He declared a truce and officially accepted the presence of Anarchs in his city. As long as they obeyed his laws, he said, they were welcome to remain. However, he insisted that they present themselves to him at Elysium. Though they distrusted him greatly, none thought that he would risk breaking the Masquerade, and so, slowly, most of the remaining Anarchs did present themselves to him.

Despite the new tolerance, it might have taken decades for the Anarchs to recuperate had it not been for the appearance of Maldavis. She seemed to come out of nowhere but, supported by respected Anarchs and manifesting mysterious powers, she quickly rose to a position of authority among the battered rebels. She began to forge a new Anarch movement.

The Council Wars

Even with the addition of Maldavis, nothing might have happened if Lodin had remained careful. Overconfident

from what he saw as his crushing victory, he decided to consolidate his power.

He began by making several Neonates to help him rule those parts of mortal society where he remained uncomfortable and to provide a balance against his more ambitious progeny. He desperately wanted to limit the powers of his first brood, and gain a hold over the powerful media and the computer technology which were becoming increasingly important to daily commerce.

The Primogen had begun to take notice by the time Lodin had Sired the fourth Neonate of his second brood. At first, only those had historically opposed the Prince voiced any opposition, so little happened. This frustrated minority began to support Maldavis' rise among the Anarchs, feeding her their own potent Blood and teaching her the dark secrets of the city. Maldavis never knew who her mentors were, though there were many she suspected.

However, she remained but a minor irritation to the Prince until early 1983, when Lodin turned yet another member of the Primogen against himself. This time he angered Annabelle Tisabelle, one of the leading Toreadors. While she was not a particularly potent force among the Primogen, hers was the vote which would split the council. With her changed position the Council Wars began.

Like many other great upheavals among the Kindred, the world of the kine moved in sympathy with this fierce struggle. The powerful post of Mayor had been one place where Lodin's authority had never been challenged, and he had always filled it with mortals more than willing to do his bidding. Maldavis chose to strike here first, and after years of preparation she presented a new candidate for Mayor, Harold Washington. Though she did not control him herself, she could ensure that Lodin did not tamper with him. Lodin was caught completely off guard, and the Primogen restrained his immediate urge to crush Maldavis and slay the mortal candidate. On April 15, 1983, Harold Washington became Mayor.

Horried by what he had lost, Lodin ignored the Primogen's restrictions and attempted to strike back. To his amazement, he found Maldavis' forces prepared, and was shocked to find that even with all the Ventrue behind him, the Anarchs remained beyond his reach. For four years the battle continued, although unlike earlier conflicts violence played a secondary role. The main arena turned out to be that of mortal politics, as both sides jockeyed for position in hopes of using the kine to do their dirty work. Though some Kindred were destroyed, no one wanted to repeat the Night of Rage.

During those years, Maldavis' power grew while Lodin's shrank. The Prince could not discover her hiding places no matter what he did, yet the Anarchs sought out, confounded — and occasionally slew — his own supporters with impunity.

The Camarilla did not listen to his complaints, not wanting to provoke another Night of Rage. Lodin's despair grew

when he realized that some of the Primogen supported Maldavis. His remaining pride would not allow him to beg for their help when he learned that they had turned against him.

Operation Incubator

Lodin began to respond to Maldavis' delicate machinations with cruder, less sophisticated maneuverings of his own. For instance, around Christmas 1985, he implemented Operation Incubator, whereby he attempted to ruin some of Maldavis' key mortal allies with police harassment and public embarrassment. His plans backfired when news of these efforts reached the public and a scandal erupted over the "persecution" of the city government. Somehow the story had managed to bypass his censorship, a fact which led to his creation of yet another Neonate, Joseph Peterson, whose duty was to control media.

Maldavis' strength reached its height in the spring of 1986. During the next year, Anarchs destroyed many of the Prince's contacts and retainers in the city government and installed their own pawns into many of the city's positions of power. Finally, desperate and terrified for his very existence, right before Thanksgiving of 1987, Lodin threw himself at the feet of the Primogen and begged their forgiveness.

For hours he listened to the Elders' complaints on the way he ran the city, until finally they reached a deal. Annabelle agreed to switch sides if the Prince would agree to give one certain Ventrue remarkable freedom and grant her the right to make two Neonates. Even the Primogen had had to abide by Lodin's rule against the Embrace, for it was ratified by the Camarilla, but Lodin had no choice but to grant the privilege. Moreover, he was required to attend the Primogen in Elysium on the first Monday of each month, to hear their complaints and to listen to their advice.

Fortified by this change in fortunes and the revelation by Annabelle of a spy who had been dogging the Ventrue, the Prince set to work regaining his power. Lodin began his Thanksgiving Massacre with a direct strike against the popular mayor whom Maldavis had brought to power. The Ventrue drained him to the point where he died the next day of a heart attack.

That day, aided by the capture of one of Maldavis' most trusted lieutenants, the Prince's mortal allies began tracking down the Anarchs and killing them as they slept in their Havens. The night turned into one of terror for Maldavis' remaining allies. Lodin's forces watched all their Havens, and nowhere could they find safety.

Once again, the Anarchs lost the bulk of their strength to the Prince's onslaught. However, this time it was even more horrifying. Licks would go to sleep in the safest of their Havens, to awaken at noon with a stake being driven through their hearts. The mighty Brujah Procet numbered among those to disappear.

The Prince almost managed to slay Maldavis herself, but she managed to survive through means Lodin still does not understand. He suspects continued treachery among the Primogen. He had to content himself with the knowledge that the greatest threat to his power had been defeated, and set himself to work regaining his grip on mortal society.

Secrets Within Secrets

After such Knowledge, what is forgiveness?

T. S. Elliot

Like the more intelligent Kindred of the city, Lodin suspects that more goes on than he is aware of. The more paranoid see Gehenna behind every new incident, but others suspect some all-encompassing Jyhad played out against the backdrop of Chicago. They hold the correct view.

Both Helena and Menele have remained in the city. Despite their long torpors, the two have continued their eternal war, and most (though not all) of the major events which shake the Kindred emanate from them.

Helena's forces have been centered around Prince Lodin, who does her bidding without realizing it, while Menele controls the city's Anarchs through his Blood Bond with Critias and his Domination of their other leaders. Thus far, most of the battles have revolved around each Methuselah's attempts to kill off the other's allies, and many Kindred have perished in consequence.

Now, the game has taken on a new and subtler dimension. No longer protected by layers of earth, Helena awoke from torpor late last year. Weakened by her long sleep and disoriented by a world so different from the one she last knew, she moves slowly. While she has tried to discover Menele's place of rest, she has tempered her search by concern over what mystical protections Menele may have guarding him — and what her enemy's minions could do to her still-recovering body if they should discover it.

Thus she lives quietly in the Succubus Club, masquerading as the Neonate Portia. Her apparent inactivity does not mean she has given up her great struggle; having seen the might of the Anarchs wielded so adroitly during the Council Wars, she has decided to take over this potent tool from Menele. Shortly after the wars concluded, she began casting about for a useful pawn and finally settled on Juggler, a Gary Brujah then untouched by the Jyhad.

Carefully, she developed his potential as an Anarch leader and led her Blood-Bonded Brujah Tyler to form the same link to Juggler. Now he serves as the leader for a large number of the city's dissatisfied, though he has yet to earn their trust completely. She has taken care to cause strife between Juggler and the Prince in order to maintain her Brujah's credibility.

Menele has also slowed his side of the conflict. While in the past he might have moved at once to end Juggler's rise to power, now he tries a more subtle tack. Just as he has caused Helena to believe she has control of Annabelle, so he hopes to make her think she has indeed taken control of the Anarchs. This strategy is hazardous — Helena might actually *succeed* in taking over the Anarchs — but Menele considers it worth the risk.

He decided on this new approach during the Council Wars. For a long time, his sleep was plagued with questions



about his actions during that time. He began to feel that he had played the pawn Maldavis too early instead of letting her grow to the point where she would have been an unbeatable foe for the Prince. As he began to trace the entire history of his great Jyhad, a horrid, gnawing doubt began to well up deep within his bosom. Were his actions his own? Did someone manipulate him as he manipulated others? Some even older and more powerful Vampire? Even his arch-enemy? The thought assailed him and rode through his dreams. Now, he plays to ensure his own control, doing anything in his power to prove that he still has free will.

Helena believes she won the Council Wars, but Menele sacrificed Maldavis in order to make Helena believe she had taken control of the Primogen Annabelle. Helena thinks continued use of her mighty Domination forced Annabelle to switch sides, and she cannot believe that Menele would have sacrificed such a powerful tool as Maldavis for any reason. In fact, Menele plans to set up a number of pieces within Helena's camp, making her believe she controls him. Then, when he feels the time has come, he will spring them on her in one brutal move aimed at ending their Jyhad for all time.

Time Line:

This time line is only a brief overview of the history of Chicago, summarizing the more detailed history presented in the rest of this chapter.

Events In Chicago's History

1700s	Meneleus makes his way to the Plains Indians and lives with them. He learns the way of the peace, and comes closer to attaining Golconda.
1820	Helena finds Menele once again, and he is forced to flee to his friend, Chief Black Hawk.
1832	In a great war between the Soldiers at Fort Chicago and Black Hawk, the Indians suffer a grievous defeat. In the process, both Menele and Helena are so injured that they enter torpor.
1833	Chicago proper is established.
1837	Maxwell takes over as Prince of the City.
1871	Devils Night. O'Leary lights the Great Chicago Fire. Lodin takes advantage of the chaos to overthrow Maxwell.
1880	Modius begins his rise to power.
1886	Haymarket Riot.
1894	Pullman strike.
1901-1906	Unions reach height of their power.
1908	Hinds meets with Balthazar; Balthazar betrays the Anarchs.
1913	Lodin finally brings the unions under control and Modius flees to Gary.
1913-1966	Cauchemar Praxis. Time of peace and quiet under Lodin's leadership.
1919	First meeting of the Primogen and establishment of the Elysium.
1921	Lodin starts interdiction of Gary.
1966	Night of Rage.
1968	Democratic Presidential Convention.
1973	Zoo Mystery.
1983	Council Wars begin. Harold Washington elected mayor.
1985	Lodin begins Operation Incubator.
1987	Lodin victorious in Council Wars. Harold Washington dies.
Last Year	Helena awakes.



CHAPTER THREE:

GEOGRAPHY

There was a crack in his head and a little bit of the Dark World came through and pressed him to death.

Rudyard Kipling, *The Phantom Rickshaw*

The Chicago of the Gothic-Punk world is little different, architecturally, from the city that exists in our world. People still strive to reach the sky, and hundred-story buildings loom over those below. But the shadows between the buildings are somehow deeper. Few pedestrians dare walk the streets after dark, even in the good parts of town. Those who do have no good purpose in mind. Even in the heart of Chicago (*especially* in the heart of Chicago) it is the lower-class, the criminals, and the Undead who rule the night-time streets.

A collection of building styles ranging from Gothic to contemporary make up Chicago. The builders who left their influence on Chicago were too full of life and vision for the Kindred to have much interest or success in altering their work, though Lodin was known to have bankrolled some. The occasional Gothic structure, such as the Chicago Tribune Tower, still exists, but the Vampires are mostly content to let their influence work in other areas.

After the Great Fire of 1871, the city was seen as a place to “start from scratch”. Several engineers-turned-architects — men such as Louis Sullivan, William Jenney, D.H. Burnham, and David Adler — rolled up their sleeves and went to work. These businessmen had little interest in European styles of architecture, and developed a more “functional” architectural style. Adler designed auditoria to distribute sound, not to look pretty. Sullivan built stores that were easy to shop in.

Several inventions which had recently come into use also influenced the changes. These were the mechanical elevator, the caisson foundation, and the replacement of load-bearing masonry walls by iron frames. These led to the beginnings of Chicago’s tradition as “Skyscraper Central.” Later, builders like Ludwig Mies van der Rohe and Frank Lloyd Wright made their mark on the skyline, giving the city a cosmopolitan flavor all its own.

While Chicago is surrounded by a number of suburbs (known as *The Outlands*, see p. 39), the Kindred have little interest in these areas. The suburbs are very much three-bedroom home, shopping mall, and fast food oriented. An occasional gang of Anarchs may take refuge there, and one or two Gangrels have Havens in suburban parks, but overall the Kindred are rarely seen here. Therefore the suburbs are not discussed in this book.

The more “genteel” clans (Toreador, Ventrue, and Tremere) prefer the culture available to them in the heart of Chicago than in the outlands. While the Gangrels view the central city as a more chaotic place than the sedate Outlands, the Nosferatu and Brujah eccentricities of appearance and style stick out like a sore thumb in these quiet neighborhoods. And, of course, the Kindred can carry out the Masquerade more easily in Chicago itself. In the heart of the city, no one wants to know where that scream came from, or who (or *what*) left those bloody footprints.

The Neighborhoods

We have taken some of the most important areas of Chicago and divided them into a number of different neighborhoods. They include the Downtown, the West side, East Side, North Side, South Side, and the Outlands.

Downtown

While Chicago is far more than the sum of its downtown, this area is still the heart of the city. This area contains both

the Loop and the “Magnificent Mile” (North Michigan Avenue). The Art Institute of Chicago, the Museum of Contemporary Art, and the Civic Opera House are all located here. These locales are easily accessible to Kindred of an artistic bent.

The most sophisticated stores are found along the Magnificent Mile. Many of these cater to the Toreadors, who consider themselves obliged to keep up-to-date with current fashions.

This area is also the heart of Chicago’s business activities. Those Kindred who enjoy the world of high finance are



are far from such buildings as the Chicago Mercantile Exchange, the Board of Trade, and the International Monetary Market. Even if they are unable or unwilling to participate directly, their retainers are a common sight.

The Loop

This part of the downtown area was so named in the 1890s because of the rectangle formed by the tracks of the elevated trains. The name also refers to the convergence of cable car lines into this area, the center of the city. To this day cable cars still ply the street alongside the El (in place of the bus system that actually exists). However, the Kindred, particularly the younger ones, have given it another name. They call it "The Hive". For more information on this aspect of the city, see *The Hive*, p. 47. This is very much the center of the city, although it consists almost entirely of office buildings, and not much happens here at night.

An important structure, from a Cainite point of view, is the Prudential Building, at 130 East Randolph. The 34th floor is where Lodin, Prince of Chicago, governs the city.

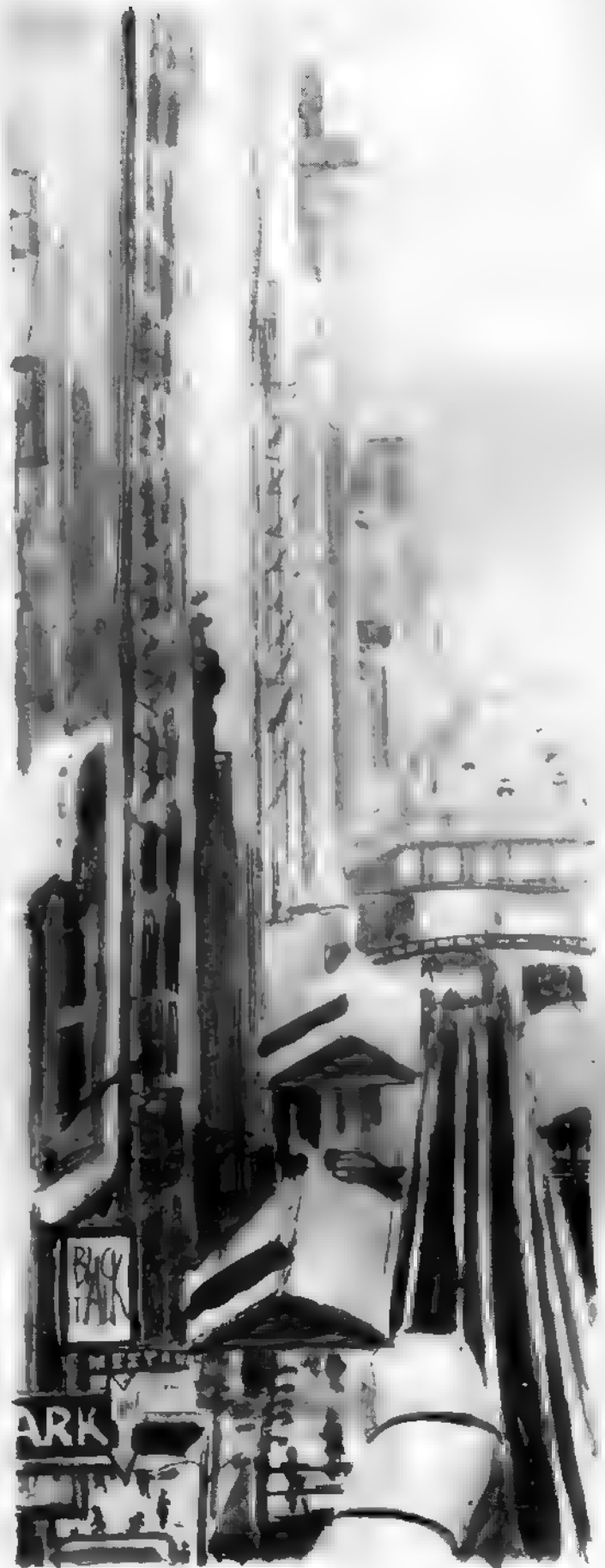
Shopping

There are several major stores in this area, including Marshall Field's (111 North), Carson Pirie Scott & Co. (1 South), and Capper & Capper (1 N. Wabash Ave).

Bookstores are popular in this area. One of the major stores is Kroch's & Brentano's. The I Love A Mystery Bookstore (Stevens Bldg., Suite 810, 17 N. State St.) is popular with the newer generations of Kindred. It has a large collection of mystery, horror and science fiction paperbacks. Younger Kindred often come here to keep up with their favorite authors. Older Vampires can occasionally be found here, casting a supercilious eye over the Stephen King shelf.

The older Cainites prefer rare and antiquarian books. The London Bookshop & Gallery (79 W. Monroe, Suite 1121) is popular with those Ventrue who are familiar with the good old days of Elizabethan England. Most Tremere and other Kindred with an interest in rare books will patronize not only Kroch's & Brentano's, but Kenneth Nebenzahl, Inc. (333 N. Michigan, 28th floor) and J. Stephen Lawrence Rare Books (230 N. Michigan Ave., Mezzanine).

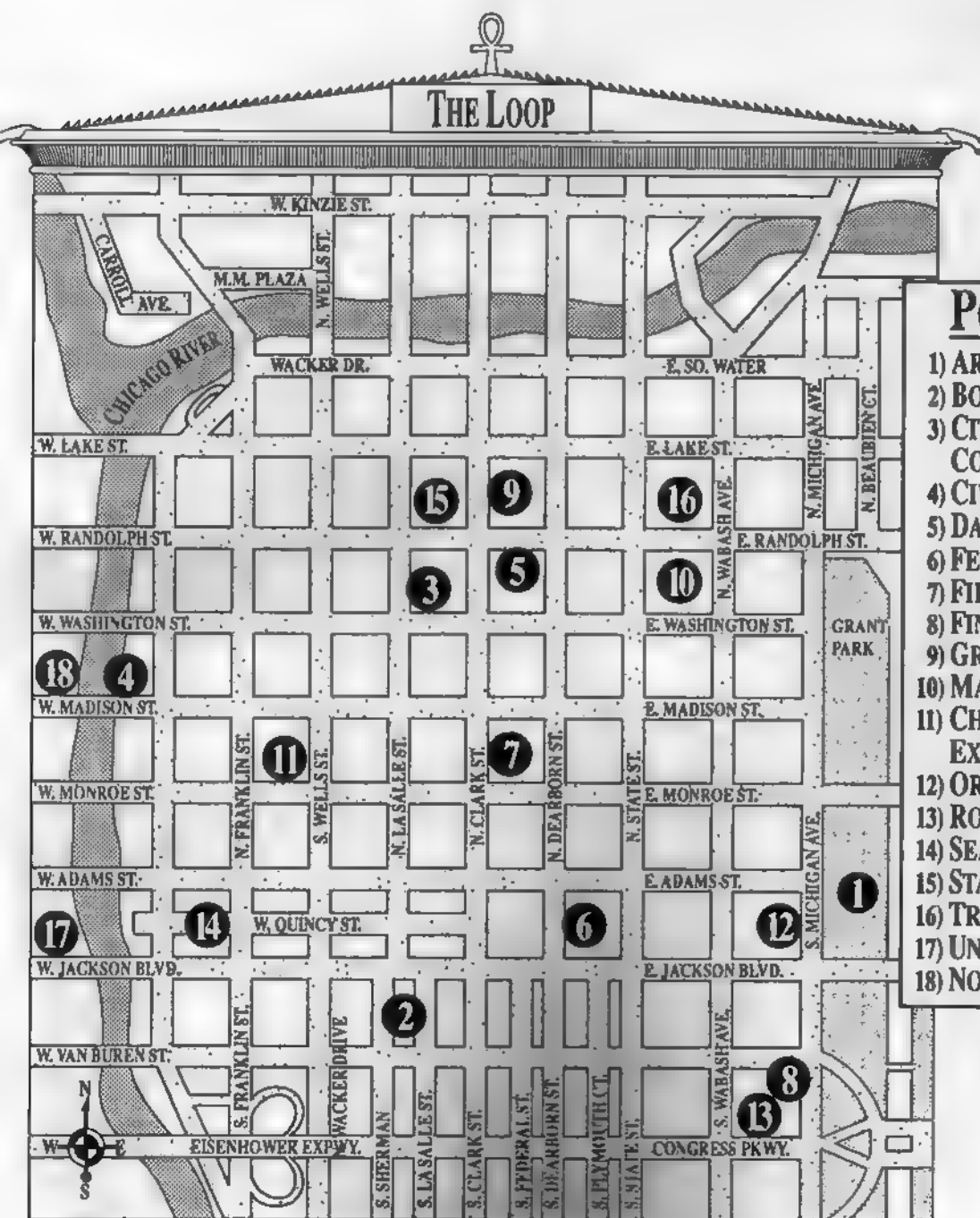
The Modern Bookstore (407 S. Dearborn, 2nd floor) is a common place to find those Kindred, such as Karl (Neil Graham) and Joshua, who still have an interest in socialist causes. Kindred who were born in Europe, Africa, or Asia occasionally go to Powell's Book Warehouse (1020 S. Wabash, 8th floor), which is the best place in the city for foreign-language books.



Music

Those interested can find a number of music stores near Wabash and Jackson. The most popular among the Kindred are at the Fine Arts Building, on South Michigan. Most of them note with amusement the motto on the front of the building: "All passes — art alone endures".

Bein & Fushi, on the tenth floor, handles rare bowed instruments, while Eugene S. Gordon deals in woodwinds. Nearby, Schilke Music Products works on brass instruments. Kindred such as Tamoszius Kuszleika and Garwood Marshall have called upon Bein & Fushi on occasion to repair antique violins. To date, these two have been able to deflect questions about where they obtained their rare instruments. Geoffrey Fushi has, however, put in a standing 7-figure bid for Tamoszius' Stradivarius if ever the Toreador should wish to sell it.



POINTS OF INTEREST

- 1) ART INSTITUTE
- 2) BOARD OF TRADE
- 3) CITY HALL-COOK
COUNTRY BUILDING
- 4) CIVIC OPERA
- 5) DALEY PLAZA
- 6) FEDERAL PLAZA
- 7) FIRST NATIONAL BANK PLAZA
- 8) FINE ARTS BUILDING
- 9) GREYHOUND STATION
- 10) MARSHALL FIELD'S
- 11) CHICAGO MERCHANTILE
EXCHANGE
- 12) ORCHESTRA HALL
- 13) ROOSEVELT UNIVERSITY
- 14) SEARS TOWER
- 15) STATE OF ILLINOIS CENTER
- 16) TRAILWAYS STATION
- 17) UNION STATION
- 18) NORTHWESTERN STATION (RTA)

There are other music stores in the area, particularly along South. Members of Baby Chorus can occasionally be found at Chicago Guitar Gallery (216 South, 3rd floor), Sid Sherman Musical Instrument Co. (226 South, 3rd floor), or Drums Ltd. (218 South, 8th floor).

There are also several Elysium-governed buildings near here, including the Orchestra Hall (220 S. Michigan), the Fine Arts Theaters (410 S. Michigan), and the Auditorium Theater (70 E. Congress Plwy.).

Art

A little to the east is the Art Institute of Chicago. This building is the largest art museum in Chicago, and contains any number of priceless paintings, including Grant Wood's *American Gothic* and Seurat's *Sunday Afternoon on the Island of La Grande Jatte*. Younger Kindred and Brujah prefer the Museum of Contemporary Art, but their Elders enjoy surrounding themselves with the best of the past centuries. (For more detail, see *The Elysium — Places of Note*, p. 41).

Politics and Business

The "heart" of Chicago is at Daley Plaza and City Hall to the west. Those Kindred who dabble in politics come here "after hours", issuing instructions to their Dominated politicians. Joseph Petersen, one of Lodin's lackeys, is a regular visitor.

Several blocks south of City Hall is the financial district. The Chicago Board of Trade Building, which also contains the Chicago Board Options Exchange, is a focal point in this area. Other nearby buildings include the Chicago Mercantile Exchange (444 West), the MidAmerica Commodity Exchange (175 West), and the Midwest Stock Exchange (120 S. La Salle St.).

Most Licks take no interest in commodities trading, as it gives them little opportunity to take advantage of their special abilities. Still, there are a few who dabble, including Lawrence Balls, Alan Sovereign, and Jacob Schumpeter. Those who do generally prefer free-willed retainers to Dominated traders. These retainers can be seen trying to sell or buy contracts near the close of business on any given day.

Miscellaneous

West of the financial district are two places of note:

The first is Union Station, one of Chicago's two major train depots and a principal point of departure for Cainite rail travelers. An Amtrak train provides ample concealment for a coffin or other resting place, but is sufficiently public to involve little risk of attack by lycanthropes. A Vampire will usually take a night train, have at least two retainers on watch, and employ Domination or Presence to make sure the conductor is friendly.

None of this is possible, of course, without the permission and assistance of Edgar Drummond, who controls the railroad. However, a well-chosen compliment is usually enough to ensure his cooperation. The well-travelled Gangrel Inyanga has a great deal of experience at this.

The second place of note is the Sears Tower. For more information on his building, see *The Hive — Places of Note*, p. 49. It is the tallest building in Chicago, and looms over downtown like a huge vulture seated atop a cliff.

North of Union Station is the Civic Theater, on 20 N. Wacker Dr., which contains the Civic Opera House. The younger Kindred typically have little interest in opera, but other vampires come here for the season from September to mid-December. For years there have been rumors that there is a Methuselah in the city who has a strong interest in the opera and rarely misses a performance. To date no one can determine if the rumor is true. The entire Civic Theater is part of the Elysium.



The Magnificent Mile and Near North Side

The first thing one notices when one crosses the Chicago River on Michigan is a series of stairways leading downward. From these you can enter lower Michigan Avenue, one of several streets that the city created to ease traffic congestion. In the Gothic-Punk world of Vampire, most people wouldn't drive down there on a bet. This underground area is part of the Barrens. For more information, see *The Barrens — Places of Note*, p. 50.

Shopping/Food

In direct contrast to lower Michigan, the first mile of North Michigan going north from the river is known as the "Magnificent Mile". This area is a stretch of exclusive stores that cater to Chicago's elite. You can buy almost anything here, from the most up-to-date fashions to jewelry, linens, and furniture. Several expensive hotels also dot this area. Valued guests of the socially-oriented clans will often take rooms at such places as The Drake or the Mayfair Regent.

Restaurants

Although there are many restaurants of note in this area, two in particular stand out. The first is Daley's, located on the west side of the 1000 block of North State Street. An American/International restaurant, its prices are high but not extreme, and its menu is an extensive mix of steak, pasta, and seafood. It is a popular spot with Ballard, who often holds meetings here. On two separate occasions Kindred-fights have broken out when Ballard has summoned Neonates here. Such breaches of the Masquerade have never gone unpunished, but Ballard has dominated the owner, Arnold Daley, and fellow-diners into silence on such occasions.

An abandoned brewery, backs on to the restaurant, facing onto Dearborn. It has become a rendezvous for Juggler's Anarchs despite its proximity to Ballard's lair; they apparently do not realize the danger. Several out-of-town Anarch organizers have used the brewery to meet with those dissatisfied with Lodin's rule.

The second restaurant is Spiaggia, at 980 N. Michigan. Once the finest Italian restaurant in Chicago, Lodin's lieutenant Ballard has ruined it. It was here that he chose to start training himself to keep solid food down. In the early days, before Ballard was accustomed to eating, he would sometimes suddenly vomit at his table — and he always insisted on the best, most conspicuous tables. Even though the undigested food lacked the characteristic smell, the noise was enough to drive mortal patrons away in disgust. Once used eating, Ballard insisted on consuming so much, so unpleasantly, that it was scarcely an improvement. Owner, Anthony Vincenzo, dominated

by Ballard on his first night at Spiaggia, is forced to stand by and watch his business descend into ruin, and remains open only due to the Vampire's largess.

Art

Michigan Avenue is also the heart of Chicago's art scene. Wally Findlay Galleries (814 North Michigan) is probably the most popular, at least with European Kindred. It specializes in French Impressionist and Post-Impressionist artists. Richard Gray Gallery at 620, and R.S. Johnson Fine Arts at 625, also attract the city's Undead. Several Cainites also have visiting arrangements with the owner of the private Terra Museum at 666 N. Michigan, which maintains a large collection of American Impressionists' works.

Younger Licks find the Museum of Contemporary Art, at 237 Ontario, far more interesting than the Art Institute south of the river. Unlike the Art Institute, however, the MCH is not under Lodin's control, and thus stays open to Kindred at all hours. Vampires interested in seeing the works must either Dominate one of the contributing artists to get an "after hours" tour, or break in. While the rules of the Elysium allow this, it is frowned upon. Lodin has placed his own Edicts on the MCA, knowing that it is primarily the Anarchs who come here. However, the Anarchs have little regard for his orders and do so anyway. In the past, Lodin has used such break-ins as an excuse to take action against Anarchs generally. Balhazar has been known to stake out the museum, simply waiting for Anarchs to break in.

Water Tower Place

Continuing north along Michigan, one comes to Water Tower and Water Tower Place. The former is one of the buildings to survive the Great Fire of 1871. A yellow-stone crenellated anachronism, it was described as a "monstrosity" by Oscar Wilde when he visited Chicago in 1882 in the company of several Toreadors. Chicago converted the structure into a tourist center some years ago. Occasionally an older Vampire will come to reminisce, but otherwise the Tower receives little attention.

Water Tower Place, on the other hand, is extremely popular. It contains almost half the stores on the Magnificent Mile. Opinions on the building vary. Some claim it as a wonder of modern architecture, others call it a marble monstrosity. It lacks any extensive benches (increasing pedestrian traffic and discouraging observation of one's fellow shoppers) and its marble interior is austere.

Of course, this is perfect from a Cainite point of view. There is no one who will scrutinize them, and the lack of ostentation appeals to many. Because of this, and the high-class image of Water Tower Place, even Ventrue, who normally scorn "shopping malls", come here until close — and sometimes after.

Like several other public places, Lodin has issued a specific edict concerning Water Tower Place, forbidding theft, assault, or other breaches of the Masquerade. However, Water Tower Place is *not* part of the Elysium. Even with its wide variety of stores, it is unlikely the Elders ever come to this place.

Rumor has it that an unidentified Anarch Coterie lurks in the basement sub-level, violating Lodin's edicts. The Prince has scoffed at such gossip, although it is likely he prefers not to risk his minions by exploring the place. Some claim that the Nosferatu Khalid may know of the Coterie, and the names of its members. He claims ignorance whenever the subject arises.

Miscellaneous

North of Water Tower is the John Hancock Center. The third tallest building in Chicago, it houses shops, offices, and condominium apartments. The upper-level garage is a major convenience for at least two Cainites who have Havens on the upper floors. As with the Sears Tower, most Vampires have little interest in the lakefront view from the upper stories. They rarely enter the building except when dealing with one of the businesses on the lower levels.

East of this area is the Navy Pier, and Milton Lee Olive Park, as well as several beaches and the Outer Harbor. Even in the Gothic-Punk world of Vampire, this area retains much of its bright, airy appearance. The International Folk Fair, in October, occasionally draws several of the foreign-born Kindred, but usually this area has little to offer a Vampire. Despite a constant police presence, the area is part of the Barrens.

Continuing north on Lake Shore Drive one reaches the Gold Coast, Chicago's most elite residential neighborhood. Whether you are looking for high-rise condominiums, co-ops, or townhouses, the Gold Coast is the place to be — if you have the money to spare.

This area is popular with the recently Embraced, particularly those who were already fond of the "yuppie" lifestyle. Gordon Keaton, who lived here before his Change, still maintains a condominium on the Coast, although his primary Haven is in Arlington Heights. Keaton is wise enough to make sure that when he meets with his followers, it is well away from this neighborhood. The Anarchs would be sure to arouse suspicion.

North of the Gold Coast is Lincoln Park, and the Lincoln Park Zoo. The neighborhood is elegant — not quite as expensive as the Gold Coast, but still nothing to scoff at. It has several tolerable nightspots. Kindred wearying of the constant brutality of The Rack will often go to such places as the John Barleycorn Memorial Pub (658 W. Belden Ave.) and Park West (322 W. Armitage Ave.). Keaton often meets his Anarch charges at the Wise Fools Pub (2270 N. Lincoln Ave.), where they occasionally catch Baby Chorus putting on a show when things get hectic in The Rack. Occasionally the band will move up the street for a performance at Orphan's or Ratso's as well.

For those Cainites with a serious interest in the occult sciences, two of the best places to go are in the Lincoln Park



neighborhood. They are the Orthodox Temple of Akhenaton (2551 N. Halsted) and the Fanum (2553 S. Halstead). Both temples are serious places of the occult, and have flourished in recent years. True magi have nothing to do with such well-known covenants, but there are some individuals of talent in the temples. Though they have little rigorous training, many are capable of performing a few tricks, and some even have demonstrated power over spirits or the ability to walk through astral space.

The temples are considered somewhat amateurish by the Tremere, and that clan avoids both locations. However, members of other clans wishing to learn the Discipline of Thaumaturgy will sometimes come here for instruction.

Acolytes at the Temple of Akhenaton devote themselves to the worship of the Egyptian deities, including Thoth, the God of Magic. The common member is usually a normal-looking man or woman, the same as you might see in the business district, with a good job and nice family. However, rumor has it that the rarely-seen inner circle of the Temple's hierarchy are true masters of Egyptian magick.

Worshippers at the Fanum follow pagan theology, and this temple sometimes attracts Gangrels; the Wolf Pack has been seen here on occasion. Inyanga visits the temple occasionally and is on good terms with the high priest. Kindred gossip claims that the Fanum has connections with the Lycanthropes, but this has never been proven. If the Fanum were closer to downtown someone might risk a closer investigation, but its location at the outer boundary of Chicago's suburbs makes it risky to probe too deeply. No one wants to risk a confrontation at this time.

The Lincoln Park Zoo is close enough to downtown not to be part of the Outlands. It is popular with the Gangrel clan, who often visit after hours. While the Gangrels themselves do not feed here, many other clans find this an "easy" feeding spot. Unfortunately, Inyanga, the most powerful of the Chicago Gangrel, is often travelling. The others of her clan lack the strength to make an issue of Kindred preying on the Lincoln Park animals. Rosa Hernandez in particular finds this upsetting. In deference to her feelings, Doyle Fincher feeds elsewhere (usually at Brookfield Zoo).

Night Life

*When the last rays of sunlight
Are the first thing that I see
When I rise from your bed
And the look on your face
Is a mystery that I carry
In the space inside my head*

Invisible Pedestrian, Some Things are Never Change

North on Michigan, past the Water Tower, and south of Lincoln Park, is Rush Street. This boulevard is host to the most popular nightclubs in downtown. Thousands of residents and

tourists enter this area every night, looking for the proverbial "sex, drugs, and rock 'n' roll". What is an ebullient — if mildly dangerous — area in the Chicago of our world more threatening in the Gothic-Punk world of Vampire. This neighborhood is the hunting ground of the Undead, who have their own name for it — "The Rack." Just as Elysium is the Elders' common ground, so the Rack is to the Anarchs.

Further west one comes to Cabrini Green Park and the Cabrini Green Housing Project (at Sedgwick and Locust). The project is the most dangerous in the city, and despite its position in the middle of The Rack, it is part of "The Barrens" (see *The Barrens — Places of Note*, p. 51).

Old Town Triangle, further west past the project, is still part of the Rack. It currently enjoys an upsurge in popularity among the down-and-out with the opening of several new adult movie houses. There are a few music clubs, but Baby Chorus refuses to dignify them with a performance, and good music is rarely heard. Several comedy clubs, including Zanies (at 1548 N. Wells St.) and the Second City Comedy Review (at the Garrick Theater, 1616 N. Wells), stand out in contrast to the sleazy nature of the neighborhood. The clubs have made the area popular with new Licks seeking a taste of the frivolity of their previous lives.

Overall, the area is not as run-down as Rush Street. The adult movie palaces and pushers are beginning to spill west from The Rack, as they sense fresh meat. No doubt the area will continue to spiral downwards as its dubious reputation grows.

The "East Side"

Technically, Chicago has no "East Side", as Lake Michigan marks its eastern boundary. However, this area is popular with tourists and deserves some mention.

Grant and Jackson Parks, bordering on Lake Michigan, make up much of Chicago's south side. This huge area was once the city's harbor. Now landfilled and extended out into the lake, it is a pleasant area of parkland. Even the gloomy ambience of the Vampire Gothic-Punk world is not enough to dim this area very much. In the Gothic-Punk world, this area is far more dangerous at night than in our reality. However, it is still much safer than, say, New York's Central Park is in the real world.

Despite the wealth of human life and activity here, the parks are considered part of The Barrens; they are too much in the public eye. The gangs, both human and Vampire, can find easier prey across the river to the north, or west in the heart of the city.

Museums

Besides the parks themselves, this area has four major attractions which draw many tourists. Coming south on Lake Shore from the Loop, one passes Buckingham Fountain, a large

mesozo-style fountain with an hour-long, computer-programmed light-and-color water display. Beyond the fountain, there are three museums on Grant Park's south end.

The first is the Field Museum of Natural History, the largest of Chicago's lakeshore museums and one of the largest marble buildings in the world. The second, Shedd Aquarium, is east along the lake, and Adler Planetarium is even further east on a small abutment of land.

Further south, in Jackson Park, the Museum of Science and Industry draws huge crowds (more than four million per year). Its major attractions are its hands-on displays, a walk-through coal mine, and U-505, a real German submarine from World War II.

While these museums are interesting, they hold little interest for the Kindred. Some older Vampires visit the Museum of Industry and Science occasionally when they feel the need to update their knowledge and keep in touch with the 1990s. Every decade or so, a Tremere takes an interest in astrological influences on magic and spends some time at the Planetarium. And for years it has been rumored that an unknown Methuselah, accustomed to fish Vitae, breaks into Shedd Aquarium sometimes to feed. The rumor has never been confirmed, and is hardly believed.

In the main, though, the Kindred ignore the museums. They are part of The Barrens, and although they are not technically within the Elysium, Lodin has banned feeding here.

Miscellaneous

Soldier Field, home of the Chicago Bears, is located south of the Field Museum, between Wm. McFetridge Drive and E. Waldron Drive. Ballard has considerable influence over the owner, and uses the stadium for his own purposes. It is a wide open area, some miles from the "safer" (Kindred-wise) areas like The Rack and The Hive. Because of this, Ballard will sometimes have Neonates brought here just before sunrise, to put them at a disadvantage and prove his power.

Further south on Lake Shore Drive is the McCormick Place, part of the Lakefront Exposition Center. Inappropriately placed for a major convention center, McCormick plays host to several different trade shows throughout the year. The Kindred avoid this area, waiting instead for the Shriners or other convention-goers to venture into The Rack in search of excitement.

The South Side

South of the river, and further south of the Loop, lies Chicago's South Side. Neighborhoods such as Bridgeport, Gage, Hyde, McKinley and Marquette Parks, Hegewisch, and Kenwood make up this area. There are a few areas of note here, but overall it comprises mostly lower- and middle-class residences, popu-

lated mainly by minorities. Down the social scale from Chicago's North Side, the South Side is more likely to receive the spill-over of Cainite battles from central Chicago.

University of Chicago

The University of Chicago, in Hyde Park, is a well-known Midwest college. Most Kindred have little interest in intellectual pursuits, and the neighborhood surrounding the college itself is rather dull, with little or no nightlife outside the student body.

There are two places of interest on the campus. The first is the site of what once used to be Old Alonzo Stagg Field stadium. In the early 1940s, Glenn T. Seaborg, a leading physicist, led a group of scientists in the isolation of plutonium. One of the group, Enrico Fermi, directed the first successful nuclear chain reaction on December 2, 1942. The plutonium was isolated in Room 405 of G.H. Jones Laboratory.

Because of its critical importance to mortal history, this has drawn the interest of several Vampires, including the Athenian Brujah Critias, who visits occasionally to discuss theory with old friends and their protégés. Not knowing his name, the university people call him "the Doctor", after an obscure British television programme which has achieved cult status in some





universities. Since he never ages, Critias must disappear for 10 years or so every 30 years in order to avoid suspicion. Nevertheless, he has become the subject of some rather bizarre rumors.

Critias merely dabbles in various fields of science. His tendency to spout off his wilder theories recently led to the widely-spread belief in the scientific community of a feasible "weak bottle" fission generator.

The early nuclear experiments are the subject of several rumors among the Kindred. The most predominant started in the early 1970s, when word spread of monstrous creatures living in the sewers near 56th and 57th streets. A series of grotesque murders took place in this area during that time; victims had even the marrow drained from their bones. Some blame humans mutated by residual radiation, others claim that a clan of Lycanthropes lurks here, and others still maintain that an unidentified Gangrel pack has taken up residence. Occasional sightings are reported, but no similar murders have taken place since 1973.

Bridgeport & Chinatown

Northwest of the Hyde Park area are two significant neighborhoods. The first is Bridgeport. Home of former Mayor Daley, this area was once the stockyard center of Chicago. The advent of trucking and the decline of the railroads has caused that business to all but die out. The area is inhabited by several ethnic groups — descendants of the workers from the first half of the century.

The Irish are predominant here, a fact which has led Frank Gaughan to take an interest in the neighborhood. Several of his old Irish cronies from the 50s still hang out in the area. Gaughan maintains them as contacts and retainers. Gaughan has no particular opinion on "The Troubles" in Northern Ireland, but he does occasionally channel funds to the IRA and other radical fringe organizations. In the early 1980s open war broke out when British MI6 agents arrived to investigate the flow of arms and money from Chicago. Gaughan and his men killed them in a particularly bloody massacre and then had the bodies shipped to Gary. This infuriated and embarrassed Modius, who was forced to deal with inquiries by the U.S. and British governments.

Most of Chicago's remaining stockyards are in Bridgeport. Despite popular misconception, this area does not teem with tens of thousands of head of cattle. The Union Stock Yard Gate, at Exchange Ave. and Peoria St., is the only major firm still doing business. At one time the area was a primary feeding ground for the Kindred who preferred to avoid taking human Vitae. Doyle Fincher, one of the Gangrel clan, was born and Embraced in this area. His Haven is in this neighborhood, and a number of Kindred — those to whom Doyle tended during the mid-80s conflicts — are aware of its general location.

One shop that attracts some Kindred is the Southwest Tattoo Emporium, at 4390 Archer Ave. Mike "Doc" Duggan and Gary "Snake" Martin are the best body-artists in the Mid-

west, and experts in single-needle technique. For Brujah looking for that extra mark of distinction, the Tattoo Emporium is the place to go.

Just a little northeast of Bridgeport is Chinatown. West Cermak, Wentworth, Archer, Canal, and 26th Street border the heart of this area. The residents — some 15,000 of them — often know little or no English. They crowd into cheap apartment houses, sometimes living ten to a single-bedroom apartment, 30 rooms to a building. Filth, grime and poverty are inescapable parts of life in Chinatown. It is rumored that there are tunnels beneath Chinatown where the triads meet and Chinese warlocks cast their spells. If this has any truth to it, only the Nosferatu would know.

Under these conditions, Chinatown would be an ideal hunting-ground. However, the area is under the "protection" of Chuc Luc; he brooks no trespassing, and has ruthlessly killed Cainite intruders, leaving their broken bodies on the outskirts of



Chinatown. Chuc Luc has taken steps to keep the Kindred ignorant of his Vampiric existence. Certain mystical conflicts with Oriental sorcerers have brought him to the attention of various Tremeres, particularly Nicolai. The Romanian, however, remains silent, content to watch and wait.

The West Side

Between the Loop and the western Barrens is Chicago's Near West Side. Until the 1960s this area held two of Chicago's major ethnic groups: the Italians and the Greeks. When the University of Illinois at Chicago was built, most of these neighborhoods were bulldozed. Remnants can still be seen — one is "Little Italy", which has some well-known Italian restaurants and stores, but holds little interest for the Kindred. The Vampire Capone still has a fondness for this area, and has several Italian retainers here.

Most of Chicago's ethnic Greek population has moved to "New Greektown," near the Lawrence/Lincoln Square area in North Chicago. However, a few Mediterranean restaurants still exist along a two-block stretch of Halsted. Critias occasionally visits this neighborhood; before the demolitions of the 1960s he had a Haven here. He is more commonly found at the University. The Athenian prefers the University of Chicago, where he occasionally teaches, but when discussing the "soft" sciences, he prefers the UIC. Critias is famous among the Kindred for his "practical joke" — a series of suggestions he made to Campus architects Skidmore, Owings & Merrill. These suggestions led to such oddities as University Hall (a tower wider at the top than at the base) and the Behavioral Sciences and Science & Engineering Buildings (made up of multi-level "boxes", turning the interiors into oddly twisting mazes).

West of UIC is the Medical Center District. This 370-acre tract holds more than 60 healthcare institutions. If a prized retainer is injured, this is where his Master will bring him. In fact, one of the chief administrators, Gideon Daniels, is an ally of Lodin.

Although Vampiric activity at the Medical Center has been low key in the last few years, the early 1980s were somewhat chaotic. Several Neonates went on a prolonged "Banking" spree in the various blood storage facilities and test laboratories in the District. Only Lodin's threat of a Blood Hunt against the guilty parties put an end to it. It was during this time that Lodin contacted Daniels and the two formed an alliance. Daniels keeps Lodin informed of current medical advances and tends to his retainers with no questions asked. Lodin, in return, passes on financial tips from his advisors, enabling Daniels to make a tidy profit. Daniels is unaware of Lodin's true nature, and believes him to be an eccentric millionaire with a rare anemic condition.

Further west on Madison, on or about the 2300 block, is the old headquarters of the Black Panthers organization. Several Licks have had ties to the Panthers in the past, including

Hank Cave and Theodore Dooley. The remnants of the Panthers have long since moved to 4233 S. Indiana, near the Bridgeport neighborhood. However, Cave's primary Haven is still in the abandoned Black Panthers HQ.

The Eisenhower Expressway (290) separates the UIC and the Medical Center District from the rest of the Near West Side. North of the Expressway are several other places of interest, including "Union Row" on Ashland Boulevard. The regional headquarters of many influential unions, including the Teamsters, are located here. Although the area is quiet now, Kindred have been active here during the various union conflicts of the past.

Other places of interest include Broadway Costumes (932 W. Washington Blvd.), Ginglass Formalwear Center (555 W. 14th Place) and several coffin-makers. These places unwittingly cater to the Vampiric community.

One of the coffin-makers, Spangler Manufacturing, prides itself on its ability to create special, made-to-order caskets. Its owner, Gordon Spangler, is remarkably disinterested in the occasional odd orders he receives. His prices are steep, but his craftsmanship and ingenuity are superb. Although many Elders feel that dealings with Spangler pose a threat to the Masquerade, he has never been in danger; Lodin himself is among Spangler's clientele.

Broadway Costumes specializes in costumes of all sorts, while Ginglass deals in new and used formal wear and accessories. An out-of-the-way spot, Broadway Costumes is still conveniently close to the downtown area. Both stores are popular with Toreadors looking for something special to wear to a party. Broadway's selection of capes and canes, and Ginglass' used tuxedos, make both stores popular with Neonates looking to "dress the part" on a low budget.

North of the Near West Side, bordering Milwaukee Avenue, is West Town, Wicker Park, and Logan Square, collectively called the Near Northwest Side. It is the center of the city's Polish community, and its only notable feature is St. Stanislaus Kostka, at Noble St. and Evergreen Ave. The oldest of Chicago's Polish churches, it is part of the Elysium because of its Italian Renaissance architecture, and — according to rumor — the fact that Lodin once refuge took there in the days before he was Prince. It is considered the artistic triumph of its designer, Patrick Charles Keely. The Elders, many of European descent, enjoy visiting it to see a reminder of the great architectural achievements of the Renaissance. Indeed it has become a private place for some of them to meet in safety but away from prying eyes.

West of the Near Northwest Side are the communities of Oak Park, River Forest, and Forest Park. This far out, these neighborhoods border on the Outlands, and Kindred encountered here are usually just passing through.

There are two stores of interest to Kindred here. One is the Creative Workshop (1024 North Boulevard), whose owner, Tom Cameron, works in custom leather goods. His specialty is leather suits for rock stars, and those who like to look like rock

stars. The members of Baby Chorus are regular patrons, as are some of the other Anarchs.

The other is Essence (169 N. Marion St.), a cosmetic store. The owners, the Berlinski family, have their own private-label stock, but also carry goods from a wide variety of other cosmetic companies. Those who have especially devoted themselves to the Masquerade — particularly Toreadors and Ventrue — shop here to achieve that perfect “natural look”.

The North Side

North of the Lincoln Park area lie several suburbs. Among them are DePaul, Lakeview, New Town, Uptown, and Lincoln Square.

DePaul is a small, up-and-coming area with upper-middle-class residences, young, affluent and fashionable. The only place of note is the Biograph Theatre (2433 N. Lincoln Ave.), where Federal agents gunned down John Dillinger. After years of obscurity, the theater has gained a reputation for showing rare new-release foreign and American films. It also shows *The Rocky Horror Picture Show* every Friday night, drawing a huge crowd of costumed fans. Many Anarchs come here to feed, for no one would notice the presence of a Vampire in this crowd of Blood Dolls. Damian and Neon make an effort to come in costume, and are inevitably complimented on their excellent make-up.

New Town is a mix of styles. It has been compared to San Francisco, both because of its diverse mixture of nationalities and because of its large gay community. New Town is also home to the Chicago Cubs and Wrigley Field. The news that the Cubs were to play night games was received with enthusiasm among some recently Embraced Licks who harbored a fondness for the team.

The Occult Bookstore (North Clark) draws a little business, mostly from Neonates looking for their first clues to Golconda. An occasional used book with some valuable information passes through, but most self-respecting Tremere avoid the store like the plague.

The Piano Man Bar draws the occasional musically inclined Cainite. One or two members of Baby Chorus stop in on occasion to see if there is any talent worth “recruiting”. Sometimes they get lucky: more often, they are disappointed. Raymond Falcon comes here sometimes, in both his homosexual and musical personas.

Lakeview, to the north, is a little more sedate than New Town. It acts as a social and economic barrier between the high-priced lifestyles of New Town, De Paul, and Lincoln Park to the south, and the poorer Uptown and Lincoln Square to the north. It has a large Oriental population, many of whom moved here from Old Chinatown — a home in Lakeview is a sign of achievement for residents of Old Chinatown.

Coming to Uptown, one begins to see a general breakdown in the economic strata. This neighborhood lays claim to

one of the city's largest concentrations of the elderly. It also has a staggeringly large number of the city's poor and destitute. Because of the lakefront property, however, the area also attracts the well-to-do, and sometimes the opposite ends of the scale lie within blocks of each other. As with most of Chicago, the *nouveaux-riches* line Lake Michigan, the middle-class live inland, and the poor live beyond. In the Gothic-Punk world, that middle-class band is thinner than in the real world, and the poor rub elbows with the rich on a regular basis.

These neighborhoods serve as a feeding ground for the Kindred of northern Chicago. These individuals include Gordon Keaton, Madame, and Son. The asylum where Ben and Paula Smith stay is also in this area.

The poor neighborhoods breed violence among both Kindred and kine. Domestic violence is high here — among the worst in Chicago. Most Cainites believe that the mortals here do not need an excuse to attack each other — and since they are going to kill each other anyway, the Kindred might as well make some use of their Vitae.

The only physical location of real interest in Uptown is Graceland Cemetery, considered a part of the Barrens. Landscape architect Ossian Simonds established the grounds in 1860. He commissioned several well-known architects of the time, including Louis Sullivan. A touch above the “average” Barrens area, some Kindred find a kind of solace during their visits here. Although Inyanga has no permanent Haven, she will often stay here during the daylight hours.

Lincoln Square became heir to Greektown after the city bulldozed the original on the Near West Side in the 60s. There are any number of East European ethnic groups here as well as Greeks. Several popular Greek restaurants and food stores do business in this area. Griffins & Gargoyles, an antique store on the 2100 block of W. Lawrence Ave., is popular with the Ventrue, some Toreadors, and the occasional aesthetically-inclined Tremere.

For entertainment, The Athens (4726 N. Western Ave.) and Miomir's Serbian Club (a block north of Griffins & Gargoyles) are popular with some European Cainites. Critias, in particular, goes to both these restaurants regularly, although he prefers Miomir's. The owner is one of Critias' allies in Chicago, although the Athenian rarely calls on him. Miomir has some contacts in the Greek community which have proven useful to Critias on more than one occasion.

The Outlands

A White Blazing Deep

Through this Wasteland searching we

Soaring birds now hunt the brow

As I thirsty gripped with hunger now

Peter Murphy, *The Line Between the Devil's Teeth*



THE NEAR NORTH SIDE



POINTS OF INTEREST

- 1) CHICAGO ACADEMY OF SCIENCE
- 2) CITY HALL
- 3) DALEY CENTER
- 4) JOHN HANCOCK CENTER
- 5) MAGNIFICENT MILE
- 6) MARINA CITY
- 7) MUSEUM OF CONTEMPORARY ART
- 8) NORTH RUSH ST. NIGHTLIFE AREA
- 9) OLD TOWN NIGHTLIFE AREA
- 10) PRUDENTIAL BUILDING
- 11) TRIBUNE TOWER
- 12) WATER TOWER
- 13) WATER TOWER PLACE
- 14) WRIGLEY BUILDING

 MICHIGAN AVENUE UNDERGROUND

The Cainite term "Outlands" refers primarily to any area outside Chicago, but which remains connected to the metropolis. Several of Chicago's Licks maintain Havens in the Outlands. However, they never feed there, except when desperate. To maintain the Masquerade, as well as the security of their Havens, the Outland-dwelling Kindred come into Chicago when the sun goes down, and return just before dawn.

The Outlands is divided into three parts: specific locales, suburbs, and Gary. Each is dealt with below.

Specific Locales

These parts of the Outlands are areas of some Kindred activity which are take place too far away from Chicago to be considered part of the city.

Three specific locales are Chicago's airports. O'Hare is about 18 miles west of downtown. Midway Airport is off of I-55 about a half-hour from downtown. Meigs Field is on the lakefront at 15th St, about 15 minutes from downtown near Soldier Field. The hazards of travel by air and other means have already been discussed (p. 13). Most Kindred are stay-at-homes, and rarely travel. Those who wish to travel by air must go to Tyler, and her price is always high.

Retainers and allies, of course, are under no such restrictions. They will often make use of O'Hare on Kindred business; the smaller Midway or Meigs are preferred when discretion is desired, but Tyler controls these airports as well.

Kindred will usually use Midway Airport. It has more flights than Meigs, but there is less chance of a transport container being accidentally opened or misrouted than at O'Hare. If Tyler has arranged things, there is no danger at all.

A common apocryphal story tells of a Vampire having himself shipped by air from Chicago in the late 1960s. He was accidentally sent to the wrong destination, and customs inspectors opened the shipping container in daylight — with predictable results. Equally predictably, no one who tells the story knows who the ill-fated traveler was; the story was always passed on by "a friend of a friend."

As a footnote, Meigs Field is often used by Lodin. He has two helicopters there, kept ready to fly at a half hour's notice. This gives the Prince an immense advantage in mobility and surprise — something which many Anarchs have learned to their cost.

Other specific locales include the Brookfield Zoo, several race tracks such as Arlington and Maywood Park, outlying colleges, and Six Flags Great America amusement park.

The Brookfield Zoo is a popular feeding ground for those Kindred who prefer animal to human vitae. Its use of moats to contain the animals in an outdoor setting makes it simple for the undead to get at the creatures. Doyle Fincher often feeds here.

The race tracks serve four purposes. Some Kindred find a certain amusement in betting on the semi-random results of the races. Others, particularly the Ventrue, enjoy the social side of the more sophisticated race tracks. Some of Lodin's business advisers, particularly Alan Sovereign, use the horses as a business investment and tax write-off. And, finally, those Kindred who feed on animals but wish to avoid the crowds at the two Chicago zoos will often drain the Vitae from the racehorses.

The outlying colleges hold little of interest even for those who were Embraced while in college. The Vampire known as Rose usually feeds on college professors and students. She prefers to move widely between feedings, to avoid drawing attention to herself. Critias enjoys teaching an occasional class, and still takes courses himself in order to keep up on current scientific theories and philosophic debate. To maintain the Masquerade, he rarely engages in socratic debate to the full extent of his powers, so he is always on the lookout for Kindred with whom he can share ideas.

Great America is about as far as the Chicago Kindred consider the "Outlands" to extend. Some Childer, particularly those who were Embraced as children, find great enjoyment in taking the rides during the evening or even breaking into the park after closing time. Peter and Tammy Walenski have done so on many occasions, as have Damian and Neon. The Tremere Nicolai, of course, has no time for such childish pleasures.

The Suburbs

The Kindred apply the term "Outlands" to almost any neighborhood of Chicago that has not been described above. To them, this means any area that has little or no nightclub activity, few inconspicuous feeding prospects, and no stores of interest. The suburbs north of Chicago see most of the slight Vampiric activity in the Outlands. Evanston, on the shores of Lake Michigan, is host to Northwestern University, which occasionally draws a visit from Critias.

Jason Newberry's ("Son") Haven is in Skokie, 16 miles from the downtown area. From here he can easily reach the asylum in the Uptown neighborhood of Chicago where the Smiths reside.

Arlington Heights, 24 miles northwest of Chicago, was once an affluent neighborhood. It is home to the brothel run by "Madame" (Priscilla Gibbs) and supervised by Gordon Keaton. As Madame has become more and more depressed because of Keaton's control, she has begun feeding from drug addicts to blot out her memories. To ensure a supply of such Vessels, she has had to promote drug distribution Heights, and dealers now rule the streets of this area.

This, of course, is only a small sampling of the suburbs that surround Chicago. Many provide temporary Havens for those needing a place to lay low during one of the interminable

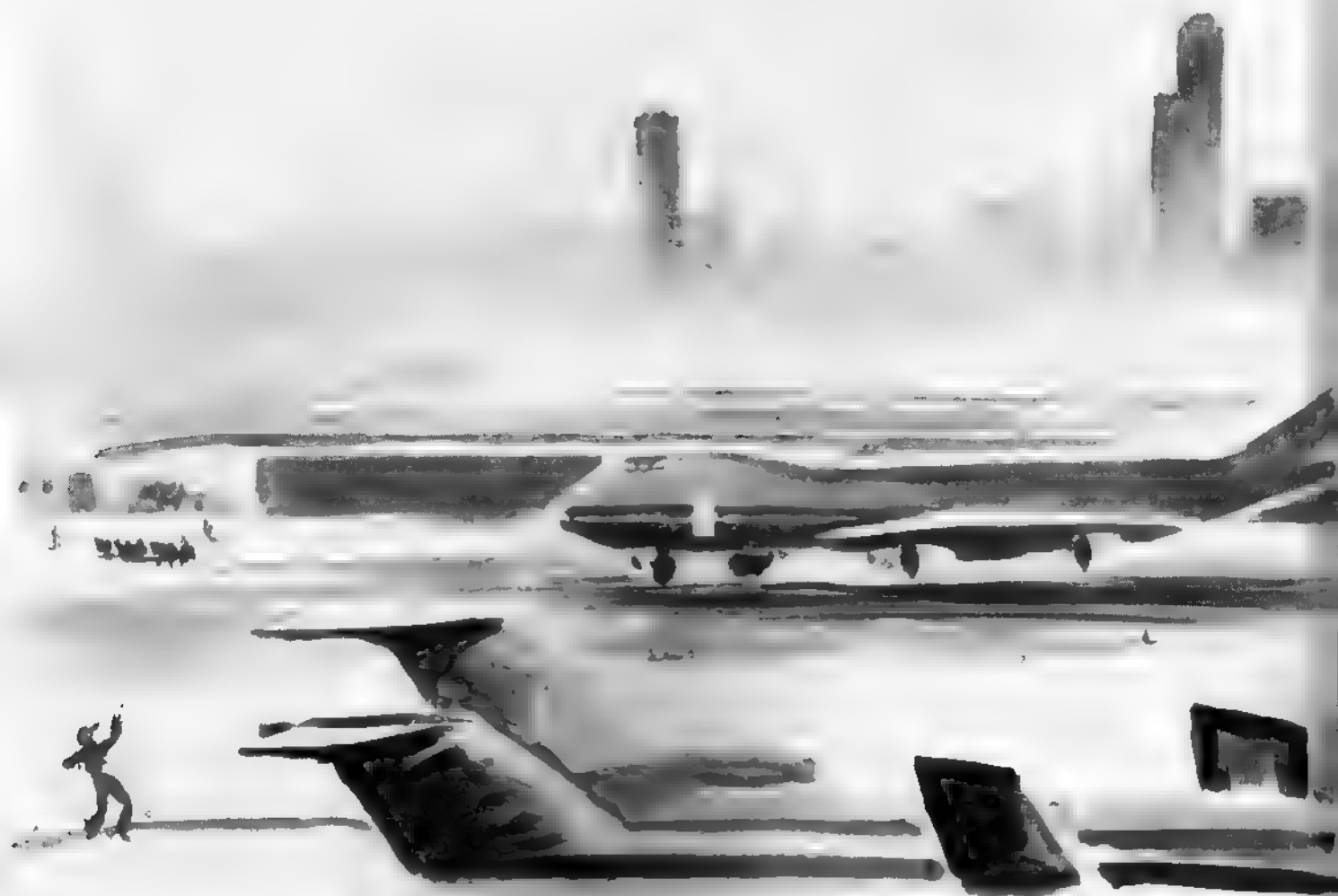
intra-Kindred conflicts. But usually the Undead prefer to be closer to the action of downtown Chicago.

Gary

Depending on who is speaking, Gary is either a “developed Outlands area” or an independent city with its own Prince. Hardly anyone ever agrees on its status, but nearly all Chicago’s Kindred have visited here at one time or another — for here

Lodin’s laws are enforced less strictly, if at all. Gary is a place Kindred use to feed when they are too hurt or tired to hunt in the city.

The differing points of view of Gary result from the schism that has occurred between Lodin and Modius. The two cities were separate fiefs up until the late 1960s. Then Lodin was able to shut down Gary’s steel industry. He also convinced the Camarilla to force Modius to “confer” with him on all major decisions affecting either of the two cities. While Modius is still technically a Prince, he must abide by Lodin’s decisions. If you



have played *Ashes to Ashes* and Lodin is destroyed, then Gary's status is unclear.

Lodin's faction vigorously supports his claim to absolute control of Gary. Everyone else prefers to view Gary as an independent city, although they will not dispute this with Lodin supporters. After all, if Lodin or his lackeys are busy dealing with a neighboring fiefdom, they will have less time to regulate affairs in Chicago.

Geographically, Gary is closer to Chicago than some of the Outland suburbs that are actually part of the city, such as Chicago Heights and Elgin. There is a regular flow of Kindred traffic from Chicago to Gary, not only because of the opportunity for an easy meal but because of such businesses as Gary Exports Co. and the Williams Auction.

For more information on Gary, see Chapter 8 of the Vampire rulebook.

The Elysium

*But in the dead of night
When everything is quiet
There's a blast of lightning
And the Righteous will fall*

House of Freaks, *The Righteous Will Fall*

The Elysium is less a specific physical location than a reference to any building that the Elders favor. After all, few large cities have a central area containing all cultural delights that a metropolis has to offer. Chicago is no exception.

A building considered part of the Elysium is always devoted to the fine arts or is somehow artistically or intellectually stimulating. Many major museums, art galleries, theaters, and centers of the performing arts are part of the Elysium.

Rules of Elysium

The rules for a building that is part of the Elysium are simple but clear:

1. On pain of a Blood Hunt, no violence is permitted on the premises against Kindred, kine, or physical objects. Not only do such acts breach the Masquerade, they could cause damage to items, causes or individuals that the Elders value.

2. The Elysium is to be considered neutral ground. No conflict of any sort between Kindred may be carried onto its sacred ground. The Elders like to meet and appreciate the fine arts without other Kindred shattering the peace of their contemplations. As a matter of courtesy, discussions should be limited to the fine arts, and political topics avoided (except when the Primogen meets).

3. Access shall not be limited; all Cainites are welcome. In practice, those who enter Elysium when Elders are present are assumed to have thrown in their lot with that group.

4. One should not attract attention as one leaves and enters Elysium. Some buildings will not normally be open in the hours of darkness, but in such cases some easy means of entry and egress have been arranged. Guards are often Dominated, and will respond to certain command words instantly.

Of course, these rules are not graven in stone; they are more of the nature of guidelines or rules of etiquette. A Sire will usually — but not always — inform a Get of these guidelines, and of the extent of the Elysium. A Neonate who was not so informed may claim ignorance in defense of a first, minor violation; Lodin (in agreement with the Primogen) may levy some kind of fine (using Domination, if necessary, to see that restitution is made), but no further action will be taken against the offender. However, a severe, subsequent, or manifestly wilful violation will draw the full wrath of the Prince and the Elders.

For instance, an uninformed Childe, revelling in his newfound powers, may decide to Dominate a curator. He gains access to a sealed vault in the Art Institute of Chicago, where he scrawls "Fools! I can go anywhere I want!" on a valuable painting. He could rightly claim ignorance, but it would be an inadequate defense. Vandalism, defiance and breach of the Masquerade do not rely on knowledge of the rules of the Elysium, and the youngster would incur the wrath of the Elders — and the respect of most Anarchs. A Blood Hunt would be declared in any case. Such destruction enrages all Elders whether they like the defaced work or not. Elysium is a symbol of their power, and to defy its rules is to attack the pillar on which that power stands.

Visiting Kindred are notified of Elysium and its rules upon presenting themselves. If they do not present themselves and later commit a violation, they may not claim ignorance; wilful negligence is added to the charges against them. No one yet has been foolish enough to lie to an Elder and claim ignorance when such was not the case.

The rules of Elysium are vague when dealing with the status of artists and performers. Their work is part of the Elysium, but the question remains whether they themselves are so, especially when they are outside the physical areas which are defined as Elysium. This has been a problem in recent years, since some Kindred — especially Malkavians and Caitiffs in the United States — have made a habit of hunting thespians, models and the like. Usually a performer is not considered "under Elysium", and is fair game for feeding, Domination, or death. A Vampire may be able to commit such a series of murders, or Dominate a star into becoming a useless alcoholic, without breaching the Masquerade. Of course, there remains the fury of an Elder over the death or ruin of a favored performer...

Extending Elysium

The Primogen decides whether a new building is considered part of Elysium. Once it has been voted upon, they tell the Prince, who is expected to inform the city's Kindred. The Primogen held Lodin responsible for violations on the one occasion he did not pass on the word — it was simply another way for them to show him who is boss.

A Prince will often issue bans or edicts against Kindred violence in certain areas, or declare that certain areas are "neutral ground," without declaring them part of the Elysium. The effectiveness of such edits is directly proportional to the Prince's power; in Chicago, much depends on whether the edict comes from Lodin himself, or through him from the Primogen. Sometimes he will pass such edits simply to show his independence. For the most part, the Primogen allows him this indulgence, but somehow word spreads of who really gave the orders.

If in doubt, the safest course is to assume that an area is withing the Elysium. It is extremely unwise to violate the sanctity of Elysium, since it is one of the few things that the Primogen and Lodin agree upon. They invariably unite to punish wrongdoers.

Buildings in Elysium

Buildings commonly considered part of the Elysium are listed below. This list reflects the tastes of the Elders of Chicago. While they have the conservatism of millenia, even they occasionally gain a new appreciation of a particular art style or type of music. Sometimes this is the result of their reminiscing over their long-lost mortal lives, and sometimes it is an idle whim.

The Elders may declare that a building is under the protection of the Elysium for several months, then rescind the announcement as abruptly. However, that same conservatism means the Elders rarely make major changes. This list has remained essentially the same for some time.

Dance & Ballet American Dance Center School and Ballet Co. (22413 Governors Hwy., Richton Park); Chicago City Ballet (223 W. Erie St.).

Galleries Arts Club of Chicago (109 E. Ontario St.); Linda Enfield, Inc. (620 N. Michigan); R.S. Johnson International (645 N. Michigan), St. Albus Fine Arts (620 N. Michigan).

Libraries Central Library (425 N. Michigan Ave.); Cultural Center (78 E. Washington).

Museums Art Institute of Chicago; Block Gallery (Northwestern University, Evanston); Chicago Academy of Science (2001 N. Clark St.); Chicago Historical Society (Clark St. at North Ave.); Freeport Art Museum (511 S. Liberty St., Freeport); Martin D'Arcy Gallery of Art (Cuday Library,

Loyola University); Museum of Contemporary Art, Oriental Institute Museum (Univ. of Chicago); Smart Gallery (Univ. of Chicago); Terra Museum of American Art (2600 Central Park Ave., Evanston).

Opera Chicago Opera Theater (Athenaeum Theater, 2936 N. Southport Ave.); Civic Opera House

Orchestral Orchestra Hall; Pick-Staiger Concert Hall (1977 Sheridan Rd., Evanston).

Theater Arie Crown Theatre (McCormick Place, 23rd St. & Lake Shore Dr.); Civic Theater.

Miscellaneous Auditorium Theatre; Fine Arts/World Playhouse; Petrillo Music Shell (Grant Park); University of Chicago (South Side).

Places of Note

Art Institute of Chicago

The Art Institute of Chicago is one of the finest art museums in the world and undoubtedly the best in the Midwest. Its collection of paintings range back to Medieval and Renaissance times, and represent the entire world. As such, it is probably the most popular part of Elysium among both the Elders and the Kindred at large.

The paintings alone cover the works of such artists as El Greco, Monet, Renoir, Rembrandt, Cezanne, Degas, Picasso, Chagall, Matisse, and Dubuffet. Works from the last two Chinese dynasties are included as well. In fact, at least three major Asian works are believed to have been anonymously donated by an Elder.

While not to the taste of most of the Elders, other displays include ceramics, the Rubloff paperweight collection, the Thorne dollhouse exhibit, and the photography gallery. Even Licks Embraced as children are occasionally seen here.

The Institute evolved from the Chicago Academy of Design established in 1866, and was incorporated as the Chicago Academy of Fine Arts on May 24, 1879, assuming its present name in 1882. Since 1893 it has been located on Michigan Avenue, within a large, handsome renaissance-style structure built by Shepley, Rutan and Coolidge for the World's Columbian Exposition of 1893.

The Institute's hours are 10:30 - 4:30 Monday and Wednesday-Friday, 10:30-8 Tuesday, 10-5 Saturday, and 12-5 Sunday. Tuesday is the only night when Kindred can visit legitimately — and even that is denied them in summer. Therefore, the Elders consider this building to be "closed" sunset to sunrise. Rarely a night goes by without at least one Cainite visiting and viewing a display or exhibit.

In fact, the Art Institute is one of the rare places in Chicago that is truly neutral ground. Even Anarchs would

probably rise up against one of their members breaking the rule of Elysium here. Both Elders and even some Anarchs come here until the small hours of the night to discuss the finer points of a painting (as well as to plot and scheme). Even Nosferatu and Malkavians enjoy the museum. The Nosferatu have developed a taste for fine art, perhaps to compensate for their appearance. The Malkavians, more than any other clan, have a special insight into the eccentricities of the artistic mind.

The sight of Vampires from several different clans sitting in a museum at dead of night, discussing the brush strokes of Monet, is one of the most bizarre to be found in Chicago.

Lyric Opera of Chicago

Since 1956 the Lyric Opera has been the resident company in Chicago, which heard its first traveling troupe in 1850. The Lyric Opera is the immediate successor to the Lyric Theater of Chicago, launched by Fox, Lawrence Kelly, and Nicola Rescigno in 1954, when the city had spent eight years without its own professional opera. During the Lyric's annual autumn season, the sumptuous Civic Opera House, which first opened in 1929, is filled to capacity. The Lyric is renowned for its polished productions and internationally-celebrated singers. On opening nights almost all the city's Elders will be present. Indeed, unless one has connections, tickets are very difficult to come by.

Chicago Symphony Orchestra

This Orchestra is the third oldest symphony orchestra in the United States, and still among its most prestigious. It is managed under a healthy endowment by the Orchestral Association of Chicago, founded in 1891, the same year the orchestra was created. The Association owns Orchestra Hall, another very lavish building, which was built in 1904. Distinguished regular conductors have included Fritz Reiner, Artur Rodzinski, Rafael Kubelik, and Sir Georg Solti. The orchestra often travels and has made a number of European tours.

University of Chicago

The prestigious University of Chicago was established in 1890 by the American Baptist Educational Society. It is a private institution, though now non-denominational. It has an enrollment of 8,600, and an enormous library of 4,600,000 volumes, made possible by large gifts from John D. Rockefeller and his descendants.

Modeled after the German university system, it was among the first American institutions to emphasize graduate study. The quarter system for the academic year used by many schools was introduced here. It was also the first major university to accept women on an equal basis with men. The university is

the center of a noted group of theological institutions, and many Witch-hunters use it as a Haven. It also has a very active Paranormal Psychology department engaged in a number of "environmental studies" across the city.

The Rack

In some cities, Kindred call it "The Crucible". In others, "The Hunting Grounds". In Chicago, Kindred call the area that is the center of the human nightlife scene "The Rack". No one knows who first coined the phrase. The term first came into popular usage during the first years of the 19th century, and has remained ever since.

The area that is considered The Rack in Chicago centers primarily on Rush Street. Within these six or eight streets, over a hundred different bars, clubs, and restaurants are spread out. This variety makes the Rush Street area the most popular night spot in the city despite its dangerous atmosphere.

Further to the west, in the Old Town area, the pimps, drug dealers, and gangs have sensed fresh prey. This area's popularity varies wildly. After a few years of relative quiet (after a Lodin-sponsored crackdown) some new clubs are opening in the Old Town Triangle area. People are flocking there again to taste again from sin. And so are those who see them as prey.

Overall, the Rush Street neighborhood is a very rough place (more so in the Gothic-Punk Chicago than in our own). The singles are just a little more desperate, the hookers just a little more brazen, and the regulars just a little more weird. There are a large number of transvestites, punks and Blood Dolls found here. Gangs walk the streets with impunity and the bands tend more to punk than jazz or blues. Most outsiders just laugh at the swaggering punks and claim the gangs are part of what gives the area its atmosphere.

Fortunately, there is an unwritten rule that keeps most of the mortal gangs from preying on adventurous couples, or even on most well-dressed singles. They are all Dominated to some degree or another by Anarchs, and if there is too much violence it will keep the people away. Then the Licks would have no one to feed from.

But woe betide a well-heeled, defenseless-looking individual who stumbles into a dark alley to relieve himself, or has been spending big, or runs across a gang that has not seen action in a while. Said individual will be relieved of his valuables, if not his blood. Even the Kindred are not safe from molestation — although they can call upon better defenses than most.

Some of the hottest bands in town come here to play in the clubs. Baby Chorus' multi-clan lineup means one or more Kindred are often gunning for them — an unfortunate situation since they prefer The Rack's clubs to anywhere else. Depending on the current state of Kindred inter-clan warfare, the group can be found headlining when the bickering is at a low ebb or just sitting in for a surprise jam session with kine when the conflicts

peak. The band can commonly be found at Andy's (on East Hubbard), The Backroom (1007 North Rush), or Rick's Cafe Americain (Holiday Inn on Lake Shore Dr.). The band prefers Rick's — they find it amusing to be performing as a "Holiday Inn Lounge Band", even if Rick's is well-known as a hot music spot. Rick's is also a little further out of the Rush Street "danger zone", so trouble is considerably less frequent.

Many of the other bars in the area cater to the singles scene, providing a perfect hunting-ground for the Gentry. Some simply amuse themselves by influencing an attractive member of the opposite sex through Domination or Presence; others merely watch the myriad human interactions. And then there are those who hunt here. They assume — correctly — that they can drink from any number of Vessels on a given night without drawing undue attention. A corner booth in a bar such as Billy's (936 North Rush), Mother's (26 W. Division), or She-Nannigans (16 W. Division), offers enough privacy for the clumsiest Vampire to dine at leisure. Even on week-nights there is enough of a crowd to provide plentiful Vitae for all. Territorial disputes among the Kindred here are uncommon. The Rack is an unofficial neutral zone where all clans and persuasions mingle.

There are also the Lushes, those seeking a drug or alcohol "high" by imbibing from an indulging Vessel. Most of Chicago's Licks are not regular Lushes, but many seek the occasional *frisson* to enliven their sometimes-deadened senses. There is no lack of suitable Vessels.

Of particular note is the area west of Rush Street, still part of The Rack. Both the Succubus Club and The Cave are in this area, on State Street. As one moves further west, a number of X-rated movie clubs spring up on Dearborn, Clark and La Salle. The more civic-minded members of the City Council have been trying to have them banned for years, but other members under the Domination of various Kindred have always thwarted them. After all, none of the clans want this well-stocked hunting-ground to dry up.

Places of Note

The Blue Velvet

The Blue Velvet, located on the northern side of what once known as "that Great State Street", is west of Rush Street, in the heart of The Rack. The club is always on the cutting edge of current music and style trends. This makes it popular with mortals, although no one knows who the owner of the club is. Rumor among the Kindred is that he or she is one of them. This helps its popularity with Chicago's Vampires.

Before 1972, the Blue Velvet went through several incarnations as a Prohibition speakeasy, an Irish pub, a blue-collar tavern, and a gay bar. In '72 it was taken over by an unidentified buyer. Rumor has it that the owner had made some

under-the-table profit from the closing down of the steel mills. From these ill-gotten gains came the financing for the takeover of Fantastica, as the Blue Velvet was known then.

The club closed down for three months. Workmen were kept busy during that entire period, performing a major overhaul on the building. In May of 1972, the club opened with the new name of The Blue Velvet.

Among the new additions were four different bars, a huge dancefloor, and a VIP lounge overlooking the entire club through a one-way mirror. The bartenders and servers were brought in from Los Angeles. All have an unfailing memory of any drink ever created. The waitresses are all tastefully dressed, despite the name of the club.

The Blue Velvet's popularity ranges across the entire social strata and it attracts Kindred and kine alike. During Fridays and Saturdays the line to get in goes around the block. Even on the other nights, the club does a brisk business.

Kindred have discovered that they are admitted immediately if they show themselves at the front of the line. They also receive a pass for the VIP Lounge. The doorman, Ian Gibson, has an unfailing ability to pick out undead. He has proven immune to Domination, and has never answered any questions about his ability or his employer. He is mortal, but it is unclear whether he is a "neutral" or whether a Carnite with the Level 5 ability of Possession has done a superb job of conditioning. Gibson is an imposing physical specimen, and serves as the Club's first line of defense against gatecrashers.

Inside, the dance floor is busy right up to closing time. During the most popular nights of Thursday, Friday, and Saturday, the best DJs in town play the top one hundred for the dancers. Sundays and Mondays are slower, and attract the hardcore element that has nowhere else to go. The music switches to progressive rock, heavy metal, or anything else that looks like it might appeal to the fringe-types in the audience. Music on Tuesday and Wednesday vary depending on the mood of the audience. Jazz and country-western are often heard these nights.

Only the best bands are invited to play the Blue Velvet. Baby Chorus shows up about once every two months. Band leaders and agents all claim that Gibson is the one who contacts and pays them and say they have never met the owner. The bartenders and servers likewise get their checks from Gibson, and claim never to have met the owner. Use of Auspex, Domination, and Presence has proven they speak the truth.

No one among the Chicago Kindred has ever admitted to being the owner of the Blue Velvet. Whoever he or she is, this individual is undoubtedly aware of the Vampiric goings-on in the nightclub, but has taken no steps to stop them. Indeed, the privileged status of Kindred entering the club indicates that the owner favors them. Most of Chicago's Undead have been unwilling to risk conflict by probing too deep, and are willing for now to let the matter go.

The Cave

The Cave is also along State Street, two blocks north of The Succubus Club. Despite their physical proximity, the two bars couldn't be further apart.

The Succubus Club is a hangout for the elite, the singles, and the trendy-types who roam Rush Street. The Cave, on the other hand, is a bar for the blue-collar working class. It is popular with construction workers, bikers and underpaid city employees like garbagemen. The owner, Horace Turnbull, stocks only beer and hard liquor. Bartles & James wouldn't come within 50 yards of this place.

The Cave lives up to its name. One dirty, unlit sign hangs over the steps leading down to a basement entrance. A fifteen foot hallway leads back to the bar itself. Along the hallway at 2ft intervals are a series of antique door knockers, ranging from gargoyles to mermaids. There are no doors, just door knockers.

A swinging door leads into The Cave itself. The basement room is roughly circular, with wooden rafters criss-crossing the ceiling. The underground location gives it a damp, dark appearance, and water drips from the ceiling in places. There are a few old-fashioned tavern booths against the back wall. Seating is primarily at tables scattered around the open floor.

Patrons come here at almost any hour. The Cave is a quiet spot, and the customers prefer it this way. The bar is where motorcycle gangs go when they want to do some serious drinking without being annoyed by yuppies or college kids. Horace is a Malkavian who serves Lodin. He does not tolerate loud patrons or any kind of trouble.

Unsurprisingly, the men are typical macho-types. If they are impressed by the physical appearance of a newcomer, they will offer him a seat, buy him a drink, and ask him "How 'bout them Bears?" If a newcomer appears puny or intellectual, they will gaze contemptuously or ignore the person. Women are treated courteously enough — even by the bikers. The regulars may buy an attractive woman a drink simply to keep her in the bar.

The only break in the general disdain of "highbrows" is a chessboard placed at one end of the bar. Horace is an avid chess player and is more than willing to accept challenges. Several of the regulars are also excellent chess players. The Cave is the only place where they can play a game without ruining their image. If a newcomer challenges Horace to a match, there will be heavy betting. A large crowd will gather around, turning the game into something not unlike a fifteen-round Las Vegas boxing match.

The two regular bartenders are Fred and Maureen. Fred is a man in his late forties, while Maureen is a short blonde in her late 30s. Horace is rarely out front except when playing chess. He is a secret patron of the Anarchs, and prefers to keep a low

profile. If someone needs to get in touch with Horace, they speak with Fred or Maureen. The bartenders can get hold of Horace within an hour.

Two doors lead off of The Cave's main area. One goes to the sole bathroom, the other to a hallway with three doors. From here one door gives entrance to Horace's office, one to a supply closet, and one to a large, empty stock room where the Anarchs meet. The room also contains some cooking facilities, a large conference table, and a bookcase full of reference materials.

Horace will always play the part of a loyal lieutenant to Lodin and Ballard. He cannot afford to have his connections to the Anarchs discovered. The other Ventruue of Chicago know that Horace caters to Anarch customers, but tolerate it because of his Malkavian nature. If his true dealings with the Anarchs were known, he would be in a very dangerous position. However, he is more likely to deal with blackmailers by killing them then by paying them off.

For more information on The Cave, see Ashes to Ashes.

The Succubus Club

*Praying to your angels of darkness
I wanted no part but you needed a partner
Dance beneath the sheets of crimson
Dance in praise of age-old fundamental lie
Baby Opaque, Blue Crimson*

This club is perhaps the most famous of all the night spots in Chicago — even more famous among the Kindred than the mortals. An article in the *Chicago Reader* last year described both the club and its most noticeable fans.

The Blood Dolls

"Jason Sanders never wakes before 9 p.m. When he finally does get out of bed he immediately turns on his stereo and then prepares himself for the night. He showers and applies colognes, ointments and makeup. He dresses slowly and carefully, always on the lookout for lint or loose threads on his black ruffled jacket. He squeezes into his skin-tight black leather pants and then works carefully on his hair, making sure every last strand has found its proper place. He carefully picks through his silver jewelry, finally deciding on a skull ring, a silver and onyx necklace and an ankh earring. Then he sneaks past those who do not wish him to be released upon the night and runs down the black Chicago streets, heading for the one place where he feels free and alive — The Succubus Club.

This is what he does each night; every night.

The entrance of Chicago's infamous nightclub always gives him reason to pause. Aside from the hordes of people waiting and hoping to get in, the very aura the ancient brick warehouse projects against the modern streets brings him cold anticipation. The looming structure seems to yell out its heritage despite the ultramodern purpose for which the visitors use it. Many fail to pass the strict requirements required for entrance, but the bouncers with crossed arms know Jason as a regular, and do not dispute his passage.

Once inside the notorious establishment, he revels in the hordes of exuberant dancers who surround him. While billowing clouds of tobacco smoke mask the scents of humanity, Jason feels that the club itself amplifies his senses, allowing him to notice the slightest sensations. Within the swirling crowd he can pick out others like himself, all products of the same decadent society. They all know of the torture of existence and the decay of civilization — and they all revel in it. Jason joins the others on the dance floor, and soon loses himself in the pulsing industrial sound hammering through the building and causing the floor itself to shake. As the final blasting melodies of Nine Inch Nails pass away, he touches palms with the attractive young woman dressed completely in black lace, with whom he shared a glance while they danced.

The two step off the brightly-lit dance floor and make their way to the darkened recesses of the club. He discovers that his new-found friend's name is Melissa, though she proves evasive when he asks about the source of the bloodstain on her lace blouse. A mutual friend, yet another club regular, materializes out of the shadows and invites them to join him in one of the club's "floating" balconies.

From this new vantage point, Jason and Melissa look down upon the crowded dance floor and take turns criticizing the motions of the crowd of which they had so recently been a part. They also spot the armies of rattily-dressed punks and impeccably-attired gangstas making their way to The Succubus Club's imposing basement. On a dare from their friend, Jason and Melissa rush down to the basement, passing the giant bouncers guarding the passage to the private penthouse on the third floor balcony and pushing club-goers aside on the spiral staircase. They open the massive double doors leading to the club's lowest level and plunge into its rancid-smelling depths.

Even with no band playing on the basement's mammoth stage, the club's owners keep the immense room dimly lit, and the haze from the hundreds of lit cigarettes made it even harder for the two to navigate the underground labyrinth. Despite the many visits Jason had made to The Succubus Club, he rarely ventures into the confusion of the basement and still has difficulties finding his way through the labyrinth installed several years ago. At one point the couple makes a bad turn and end up face-to-face with several sharp-looking men, apparently arguing over the cost of a small packet of white powder. Faced with intensely hostile stares, they withdraw with laughter.

After several more minutes of wrong turns and backtracking, they finally reach the alcove their friend had earlier

said they would be unable to find. Then, tired and exhilarated by their adventure, they throw themselves down on the blood-stained cushions left by some earlier visitor. Jason draws a thin penknife from his jacket pocket and Melissa removes one from a silver chain around her neck. After a quick kiss they both take the knives to their own wrists and make short, jagged gashes. Then Melissa takes Jason's injured hand in her healthy one and Jason takes her bloody wrist in his uninjured hand — and together they begin to drink. "

No Cainite has ever Embraced either Melissa or Jason. Neither kine has even turned 18 yet. However, they have discovered an entire breed of people like themselves — bored, lonely and jaded. The straights of mortal society have only recently heard of the Blood Dolls, as these young urban sophisticates call themselves, and sensationalist media have taken to calling them death cultists and blood worshippers. For them, this sharing of blood is better than sex — it is the climax of their bizarre sub-culture. They are as strange as the culture which they unconsciously emulate, and as the beings which they think they would like to become.

Jason, despite the fact that he is 17, never has problems getting into the club. He goes to bed right after school lets out and sleeps until 9. Then he sneaks out of the house and down to the club, where he will stay until school starts again the next day.

While no one description fits all Blood Dolls, they share a number of distinctive traits. No matter which city they live in, they tend to gravitate to nightclubs which seem to have been designed for their needs. Blood Dolls point to the Succubus Club as a prime example of the dark and morbid environment which they prefer.

Founded in 1982 in what had once been a leading Chicago disco, the Succubus Club caters to more than just the Blood Dolls. The bouncers maintain a strict yet unwritten entrance policy which stresses style more than anything else. An attractive 17-year-old, properly dressed, has a better chance of getting in than does a successful 30-year-old yuppie in a leisure suit.

Once inside, most visitors immediately notice the state-of-the-art sound system and immense amplifiers. The bass amps remain constantly pointed at the floor, and, no matter what the DJs play, the floor pulses with the rhythm. Usually the club features industrial dance music, and DJs have been known to play entire cds from Sisters of Mercy non-stop. Other prominent features include a huge dance floor, which always remains packed despite its size, and a huge rectangular bar featuring a plethora of brand names.

Balconies look down upon the dance floor and provide a moderately quieter place to enjoy the club as well as more exotically (and expensively) equipped bars. The club's older patrons tend to stay here, leaving the dance floor to the young and energetic.

The city's more dangerous elements seem almost supernaturally attracted to the club's notorious basement. Speed metal, punk, militant rap and other violent bands play this level, attracting a bewildering assortment of fans from the dregs of society. Bloods dressed to the hilt and bedecked in gold stand next to punks in torn shirts and leather pants while watching long-haired metal fans compare tattoos. When they feel they need privacy, they slip off into the darkness of the labyrinth, a huge maze which runs along the outside of the basement. In its various nooks and crannies dealers hawk their wares, couples embrace in passion and Blood Dolls like Jason and Melissa share their blood.

For many of these mortals, dance clubs are a way of life. For many Kindred, they are the source of life. Rumors abound that a Cainite owns the club, and in fact a host of Vampires prefer to spend their nights here than anywhere else. While the Succubus Club has never been declared part of the Elysium, no Cainite would willingly start a fight there and rumors abound that in fact a powerful Ventrue owns it. Many visit a private club on the third floor, though numerous kine also fill its elegant space. Here Toreadors admire the private art collection and those Kindred favored by the club enjoy a respite from the mass of humanity which crowds the rest of the club.

Hunters find the club to be an excellent source of Vitae, as few of the kine present would notice if their blood were drunk and fewer still would care. Cainites have an unspoken agreement not to kill anyone in the club — in fact, they are not welcome unless it is apparent from the color and feel of their skin that they have fed recently. Even the most self-controlled Vampire would find it near-impossible to resist Frenzy if caught in the crush of Vitae-rich mortals while low on blood. For more information on the Succubus Club, see the supplement of the same name.

The Hive

"The Hive" is the name the Kindred of Chicago have given to the downtown area immediately south of the river, which mortals call the Loop. The name arose out of a common Vampiric metaphor comparing mortals to scurrying insects. The Loop — or Hive — is the center of their activities.

The Hive is the heart of Chicago's business and political activities. The Ventrue clan conducts many of its activities here. The Prince paralleled the city's government by using the Hive as the center of his activities. Daley Center is only a short distance from the Prudential Building, where Lodin holds court. If an official proves reluctant to follow orders, the Prince or one of his kine retainers could easily pay him a visit.

Most Kindred prefer the Hive for shopping instead of the area mortals call the "Magnificent Mile". After World War II, and climaxing in the 60s, The Hive began to undergo a decline as businesses closed on the South and West sides. More and more of Chicago's black population moved into this area.

Things came to a head in 1968, when the Democratic riots broke out. In the Gothic-Punk world, the violence spilled out all over the city. Blacks in The Hive, manipulated by anti-Lodin Anarchs, launched attacks on several buildings that were bases of operation for the Prince. Police retaliation was swift and brutal. It was in one of these encounters that Theodore Dooley was wounded and fled to the Black Panther's headquarters. There he met Hank Cave and was Embraced.

Because of the riots, the Hive still has a reputation for violence. The reputation is mostly unwarranted, but the Ventrue promote it to justify the high police profile in this area. This gives Lodin and his followers an extra level of security against Anarchs or would-be usurpers.

The area is still predominantly black, with many whites reluctant to enter the area after dark. Businessmen or art patrons who travel here at night come in bullet-proof limousines. Wealthy businessmen will willingly pay for a bodyguard or two. Art galleries and museums not under the protection of the Elysium have three times the number of security guards as places in more respectable parts of town. These guards have broad discretionary powers to prevent certain "types" from entering.

There are several excellent stores here, but for every one there are three low-budget shoe and clothing stores. Some are detailed in the section concerning *The Loop* (p. 27).

Places of Note

Prudential Building

This building, on East Randolph, is the center of Lodin's power. Before 1958, Lodin controlled Chicago from a penthouse in the Manhattan Building, where he had resided since its construction in 1890. In 1958, he undertook a major overhaul of his security systems and living arrangements. He blackmailed the owner of the Prudential Building, Walter Leipzig, into granting him a 99-year lease to the 34th floor.

Opening the fictional business of "Denham Investments", Lodin took over the floor. He had state-of-the-art security equipment installed and took over. When violence was directed against him by other Kindred, Lodin could maintain his lease by blackmail threats on Leipzig and government pressure on any firms that threatened to pursue the matter. If he perished in the course of Ashes to Ashes, he was still living there up to the time of his death; if he survived or if you have not played this Story, he lives there still.

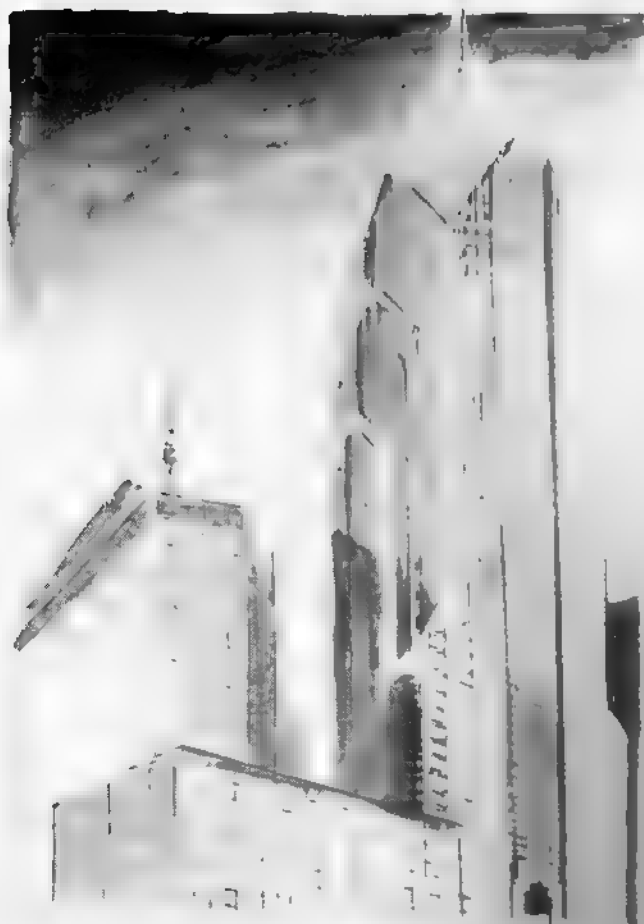
Lodin maintains several other Havens in town, including one in a condominium across the river and one in the Sears Tower. All are of similar design. Four-fifths of the west side of the building is taken up by nine rooms in a three by three block. A corridor runs from the elevator, in the southeast corner, north

to the entry chamber that provides the only doorway into Lodin's rooms. The east wall of the corridor has no windows.

Among the nine rooms are Lodin's office, a security room, facilities for his retainers, and his vault at the center of the block. Only someone with Lodin's complete handprint can enter this room. Inside, Lodin keep a waterbed, a computer and facilities to hold several Vessels.

The computer is tied in to various subsidiary terminals in his other Havens. Lodin's computer security is so well designed that it would take four successful rolls against a Difficulty of 9 to access the central computer from the subsidiary terminals. Lodin's personal terminals rely on hard wiring, not modem connection, and run through the city wiring. An ambitious computer hacker would have to make six rolls against Difficulty 9 to penetrate the system.

For more information on Lodin's apartment, see *Ashes to Ashes*.



Marshall Field & Co.

Marshall Field's occupies the entire block bounded by State, Washington, Wabash, and Randolph. One of the largest department stores in the city, it has more than 500 departments. However, it wasn't always like this.

When business declined in the Hive after the riots of 1967, the owners were desperate to move onto North Michigan Avenue. However, so were most of the other major businesses in the Hive. The slow decline of the area in the decade before the riots had left Marshall Field's in a bad financial position. Its books were in the red and business was dying.

Unable to abandon ship, the owners went to work. They mounted a wide-scale promotion of the store, took out several risky loans, and expanded the inventory.

Amazingly, their gamble paid off. Within five years the business was back in the black. Fortunately, they had been able to overcome the public image that Lodin and his followers were pushing of The Loop as a dangerous place to be. More importantly, one of their new additions was a rare book department. While stocking it they had picked up several crates of Renaissance-era literature.

When the Tremere discovered these books, they became as excited as that phlegmatic clan is capable of being. The books were part of a cache that Clan Elders had lost in the 16th century. They immediately pressured Lodin to stop countering Marshall Field's promotion of the area. The Prince, reluctant to anger the Thaumaturgists — and having more pressing matters to attend to — backed down.

With the patience of their kind, and to avoid breaching the Masquerade, the Tremere spent the next two years slowly buying up the books. By 1972, they had bought them all, and the clan lost interest in the store. By then, however, Marshall Field's had established enough of a reputation for itself that even the notoriety of The Loop couldn't keep customers away. This reputation also helped other stores, such as Carson Pirie Scott & Co., regain their customer base and stay in business.

Many rare books are still available here. Another popular item is antique pieces of jewelry. Many aspiring young Kindred will buy from the store's fine antique furniture collection to give their Havens a "classical" Vampiric appearance. Of course, the older Cainites need no such pretensions. They either lack the Humanity to care about such trivialities, or the furniture that they keep about them from their previous lives is far more authentic than anything they could buy in a store.

Kroch & Brentano's

The most popular Kindred bookstore in the Hive is Kroch's & Brentano's — an 80-year-old full-service store with tens of thousands of obscure books. A Ventrue might be found on one level browsing for a threepenny novel he or she might

remember from long-ago breathing days. On the next floor, a Tremere might be seen looking for obscure magical tomes to supplement some arcane ritual. The store also has branches throughout Chicago, so a Vampire can obtain a desired book from almost anywhere in the city.

The owner, Arnold Kroch, has been personally running this branch of the store for at least fifty years. Kindred who have been patrons since that time have commented that Arnold bears a striking resemblance to his father, Anthony Kroch, who died in 1940. Even older Cainites note that the strong family resemblance carries over from Arnold's grandfather, Anton, who died in 1890.

Arnold is now in his 60s, but looks to be ten years younger. Some suspect that in the next few years Arnold may be replaced by a son of his own, with a similar resemblance. None of the Kindred have any real proof that anything out of the ordinary is going on. Many believe that Arnold was Anton, then Anthony. They claim that somehow he can control his aging, and is conducting a Masquerade of his own.

Of course, no one has any solid evidence of this. Some Kindred claim he is a Ghoul subsisting on Elder Vitae. Others say that he is a Mage. Since most of the older Cainites value his services, no one has been willing to pursue the matter further.

While Kroch's & Brentano's is not part of the Elysium, and Lodin has never issued an edict of his own, it is considered bad taste to breach Elysium rules on the premises. One never knows when one might need Kroch's services.

Various Kindred groups often use the store as a rendezvous point because of its late hours (10 on week-nights, midnight on Friday and Saturday). The Brujah Hank Cave often comes here, conducting research for work in progress. On several occasions he has used the store as a rendezvous point for Anarchs. Gordon Keaton, a Caitiff with an Anarch following of his own, also uses the store for meetings when he must hold them within the Hive area.

Sears Tower

The Sears Tower was built in 1974 by the architects Skidmore, Owings & Merrill. The ultimate expression of Chicago's obsession with skyscrapers, it is 110 stories tall. Although no longer the world's tallest building, at 1,454 feet the Tower is still the highest in the United States. This building fills a full city block at Jackson Blvd. and Wacker Drive.

The 103rd floor, with the observation deck, is the most popular with the tourists. However, Vampires have no particular interest in viewing Chicago from the heights, living as they do primarily in the depths.

The main interest that the Sears Tower holds for the Kindred is that it contains more office space than any other building in the U.S. (except the Pentagon). Those Cainites

involved in business are sometimes found here in any of a number of offices.

The other Kindred point of interest at the Sears Tower is one of Lodin's combined Haven/Headquarters. Although the Prince's main Haven is in the Prudential Building further east, his ego couldn't resist having at least one headquarters overlooking every other building in the city.

An express elevator goes directly to the penthouse. It is one of only two express elevators in the building (the other one goes to the observatory deck). In 1974 Lodin was able to influence the builders to install his personal elevator so that even most of the building staff are unaware of its existence. The other elevators in the building have no access to Lodin's 95th-floor penthouse.

The penthouse is set up like the Prince's primary Haven in the Prudential Building. A hallway runs the length of the east side of this floor. The door into the apartment complex is at the far end of the corridor, in the west wall. There are two significant differences from the Prudential Building: the express



elevator opens onto the middle of the corridor instead of the south end, and there are windows in the east wall of the corridor.

There are nine rooms, in a three-by-three pattern. The eight outer rooms surround a central room where Lodin rests during the daytime hours. The rooms are tastefully furnished, but less so than those at the Prince's Prudential Manhattan Building Haven. Otherwise, they are similar in function to those found in the primary Haven.

Two security men are on duty at the security room on the 95th floor. They are unaware of Lodin's true nature and are replaced by the Prince's retainers when he chooses to use these rooms. Security is otherwise as tight as at the Prudential Building. When Lodin wishes to use this office, he sends his most trusted retainers; they conduct a thorough sweep of the entire floor to make sure no one has prepared a trap or ambush.

The computer terminal in the office has a direct link to Lodin's Prudential Building Haven. However, the Prudential terminal has override control, and it is almost impossible for anyone to obtain Lodin's main data files from here without the proper password combinations.

Most of the contents and layout of these rooms is the same as the Prudential Building facility. For more detail see above, and Ashes to Ashes.

The Barrens

The Kindred apply the term "Barrens" to any area *within* Chicago where they have no particular desire to go. This can be for several reasons, including lack of suitable Vitae, danger, a high police profile, or because there is nothing of interest to them there. Areas *outside* Chicago with nothing of interest, primarily the suburbs, are called the Outlands.

There are several general locations within Chicago that are considered part of the Barrens, and these are mentioned in the various descriptions found earlier in this chapter. Among them are the museums with a heavy tourist crowd (The Field Museum, Adler Planetarium, Shedd Aquarium, and the Museum of Science and Industry), the various graveyards around Chicago, and the Stockyards.

The outskirts of Gary, where the steel mills closed down long ago, is now a rusting field of debris. Its proximity to central Gary, where some few areas of importance exist, qualifies this area—called the "Wastelands"—as part of the Barrens instead of the Outlands. This is even though Gary is considered part of Chicago's Outlands. But, of course, whether Gary is believed to be part of the Outlands depends on whether you are speaking to pro- or anti-Lodin supporters. Such is life (or unlife) among the Chicago Kindred.

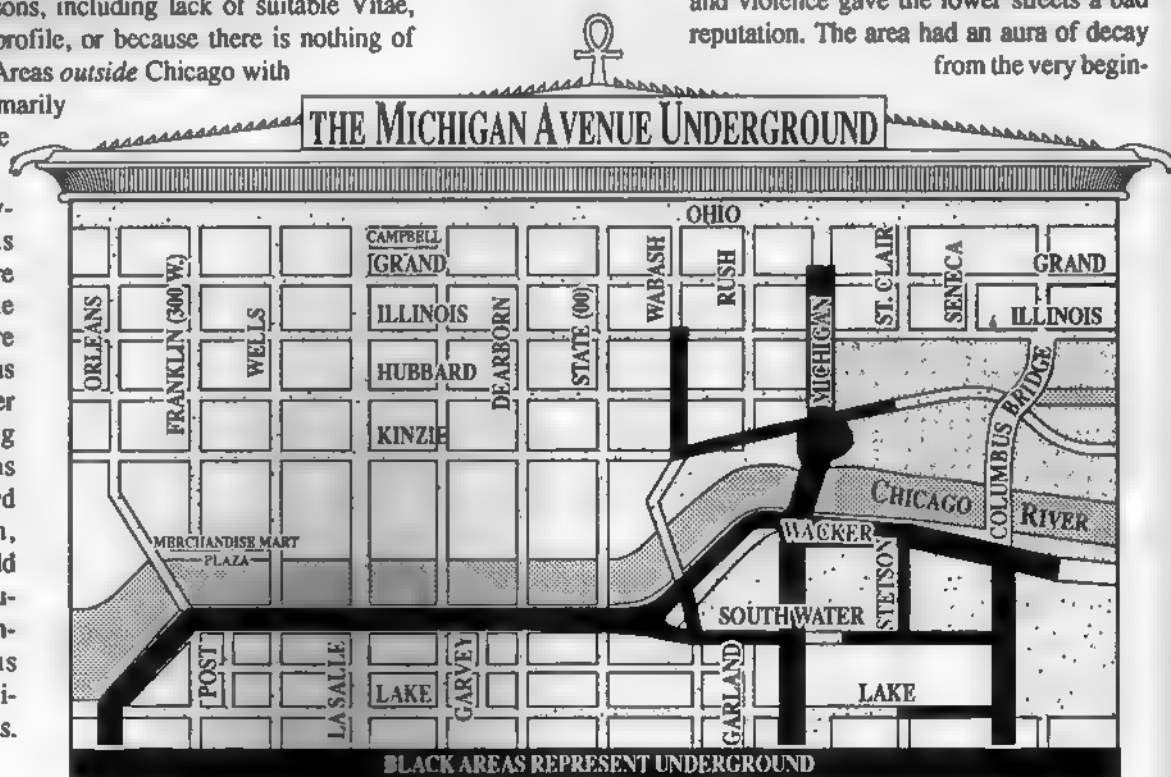
Despite the name, the Barrens do pay host to the occasional Kindred. Some Nosferatu are obliged to live in here because of their appearance. Kindred on the run from one rival or another will go into hiding in these areas. A few have actually used these areas as a power base. In general, however, the Kindred avoid the Barrens.

Places of Note

Michigan Avenue Underground

As part of a plan to ease traffic congestion in downtown Chicago, the civic authorities came up with the idea of building a series of "sub-streets". These would be near the Chicago River at the point where Michigan Avenue crosses. About three blocks of Michigan and ten blocks of Wacker Drive, as well as several other smaller streets, were subdivided into a Lower and Upper level.

Unfortunately, Chicago's reputation for urban crime and violence gave the lower streets a bad reputation. The area had an aura of decay from the very begin-



ing. The overhead streets cast shadows on the lower ones, making it as dark as night on Michigan and Wacker. Busy lining its own pockets, city government couldn't spare the money to replace the street-lights. Because of these factors, very few cars chose to take this route. The city elders used the lack of traffic to justify the lack of repairs, and were able to embezzle even more money.

This area, which soon became known as "The Underground," did have one redeeming feature: its proximity to the subterranean levels of the buildings downtowns ensures that it stay a few degrees warmer than the rest of the city throughout the winter. Because of this, Chicago's homeless population soon began sleeping alongside the roadway.

The area has settled into decay. Many of the street-lights still don't work, because the city doesn't dare send repairmen down to replace the bulbs. The area is in a state of perpetual night. Because of the lack of traffic, cardboard houses stand in the middle of the road. Sometimes the houses have become mausoleums for their unfortunate owners. The police, who come down once a month to "clean up", will only enter the area in squads of at least ten men.

When traffic does drive through, it has to slow down because of the poor lighting conditions and debris in the middle of the street. As a vehicle pauses, dozens of panhandlers and "window washers" will lay siege to it. It is a very foolish idea to open a window to pass out money. Those that do not, however, may find their cars tipped over by the homeless who are enraged at the haves daring to enter the realm of the have-nots.

The Nosferatu Elucid is the only Lick who actually lives down here, as even others of his clan have more taste and self-respect. He knows of a number of passages which branch off from this area to intersect the sewer system and many of the basement levels of the buildings. It is possible to travel from here to a network of caves fairly near the shore of the lake where Khalid makes his Haven.

Ironically, this area is a kind of Vampiric "gas station". The bums and winos in this area are noticeably weaker after a major Kindred conflict. Many Kindred will stop down here for a quick bite if Vitae is not easily available elsewhere, or if their situation is especially desperate. Of course, no one will admit that they would stoop so low as to feed from those in such a wretched condition. However, most Vampires in Chicago have certainly dined here at one time or another.

For the layout of this area, see Map #7, the Michigan Avenue Underground.

Cabrini Green Housing Project

The American Dream. Even in the Gothic-Punk world there are those who seek it. Some lower-class citizens believe they can find it. All they need is a government-subsidized home so they can use the extra money to feed the children and pay the bills.

The American Dream gone awry. Cabrini Green.

Most of the residents are trapped here. The city refuses to relocate them. After all, their own representatives don't want them taken somewhere else. That would be cutting down their own constituency.

The real estate developers want the land. The area, west of The Rack, could be developed into a number of profitable clubs and upper-middle-class housing. The city council members they've bought and paid for don't have enough political pull to get the area re-zoned.

So the developers contact some friends. Their friends contact some other friends. Drug dealers, fences, and prostitutes soon move in. The gangs get a little extra to stop by and terrorize the citizens. Some pressure here, some pressure there. If the city government will not move the people of Cabrini Green, perhaps they can be convinced to move out on their own.

This attitude has turned Cabrini Green into the battlefield that it is today. Drive-by shootings are at an all-time high. Pushers deal openly in the streets. The police are never seen. The city has no desire to pay the "combat wages" that the maintenance unions demand for their men to go in and make repairs.

The residents of Cabrini Green are trapped. Those that had somewhere else to go left long ago. Those who stay are those who were obliged to come to Cabrini in the first place because of their poverty. Now they do not have enough money to leave.

Even mortals have been known to refer to Cabrini as the Barrens. The Kindred stay away. A Lush looking for a cocaine high might come here on occasion, but there are safer places to hunt.

The Ventruel Kevin Jackson rules this place. With Lodin's support, he has taken over several buildings in the Project. Very few rivals have the temerity to venture onto Blood turf. Ironically, little or no violence occurs within Jackson's domain. Jackson insists on keeping the area free of violent crime. Because of this policy, he has won the loyalty of the residents. They consider him a hero, and warn him of any trespassers. It has become an armed fortress, and is probably the most heavily fortified building in Chicago.



CHAPTER FOUR: THE KINDRED

*The moon appears
Reflecting on his heart
Heavy weighed and pierced
The walker looks at his days
Bad deeds gone by
For which he must pay
Peter Murphy, Seven Veils*

The Windy City plays host to one of the grossest over-concentrations of Vampires in the world. Few Princes allow their cities to reach a population density of one Kindred per 100,000 kine, but Prince Lodin of Chicago has been unable or unwilling to keep Chicago's population down. The seven million mortals of the metropolitan area will, at times, support as many as 140 Vampires. Crowding leads to friction and sometimes to conflict, and there are periods when the Vampiric community is sharply reduced. For the most part, however, the Undead stalk the streets of Chicago as they do nowhere else in the world.

While some Elders from other cities sneer at Prince Lodin's inability to control the population of his fief, his hands are tied by the very nature of the city. First of all, he rules at the pleasure of an unusually powerful Primogen (see *Coteries*, p. 149), of which each member has his or her own personal agenda for the city. Secondly, the true powers behind the city are two Methuselahs who have been asleep since before Chicago existed. They constantly battle one another using other Kindred as pawns, and use their incredible powers of Domination to lure new Licks to the city for their various schemes. And finally, Chicago has always been one of America's crossroads; its central location, numerous railroads and giant airports (O'Hare has long been the nation's busiest) continue to attract newcomers from around the world — both Kindred and kine.

In short, Chicago is too populous to monitor, too fractious to restrain, and too open to cut off from the outside. It is easy to hide in Chicago; in such a chaotic and tumultuous town it is impossible for Lodin to keep track of everything. Indeed, he has long since given up trying, and now he simply maintains the *status quo* between crises, paring down the Anarch population whenever the opportunity presents itself. It is impossible for Lodin to rule Chicago, and he knows it; the best he can do is ride each wave as best he can.

The city has just finished one of its sporadic clean-ups. The battle for power in the mid-80s between the Prince and the Anarchs (see *History*) led to the deaths and torpor of three score Kindred and forced many others to flee. As a result, the vampiric population of Chicago has fallen to a more reasonable 70 or so (no one knows the exact number, save perhaps the Nosferatu), and, once again, Lodin has decreed strict limits on the creation of new Licks.

Ashes to Ashes

If Lodin died in *Ashes to Ashes*, his limits on the creation of new Kindred are not in force. If he survived, or if you have not run that Story, then anyone who creates a Neonate in the Chicago metropolitan area will need a good reason (or powerful supporters) in order to avoid a blood hunt. Thus, the Vampires detailed in the rest of this chapter include few Kindred created in the last fifteen years.

The Kindred of Chicago

The bulk of this chapter is taken up by detailed descriptions of the Cainites of Chicago. These are grouped by clan, with a "family tree" at the start of each section. Following the name of each Vampire on the tree is his or her generation (in parentheses). Those with a "D" in the parentheses have been destroyed, and are included merely to keep the genealogy straight. With one

exception, destroyed Vampires are not described. Also described are three immortals who are not numbered among the Kindred of the city, though all have characteristics which would lead anyone who met them to assume that they are Vampires.

Each description begins with the character's most commonly used name, followed by a summary of their mortal

existence. Following that is a brief history of their life among the Undead, beginning with their Embrace and ending with their current activities in Chicago. Finally, an abbreviated character sheet has been included, along with roleplaying hints for the Storyteller's use when presenting the character to players.

Each character description is told in the form of a story; much emphasis has been placed on the character's past, in order to make their personalities and motivations clear. Their future actions are left up to your discretion as Storyteller — you must decide how they will behave and react.

This was never intended to be the definitive list of Kindred in Chicago, and you can easily add characters of your own design to the setting. There is room for another fifteen or so Vampires in the city; more than that and you may need to find some way around Lodin's population-control decrees. Even so, Chicago has been known to support twice as many Kindred as those listed here. If you need a certain character for a Story of your own design and no one in this chapter fits (or can be adapted to fit), then feel free to make someone up. You may have to improvise relationships with the other Kindred of Chicago, but that is no cause for concern. After all, that is exactly what you are doing with the player characters.

New Traits

For the purposes of this supplement, two new knowledge Traits have been coined, and most of the Kindred presented in this chapter have a rating in both. The new Traits are as follows:

Chicago

This new knowledge covers familiarity with the city's geography, mortal personalities and more mundane areas. It does not cover knowledge of the Kindred, which is dealt with by Secrets.

Secrets

I do not know everything; still many things I understand.
Goethe

There are five basic levels of secrets, which are rated A-F, on the school grading system. Characters each have a Secrets rating, showing how much information can be obtained from that source. A character knows everything listed for his or her rating, plus everything listed for all lower ratings. For instance, an A in Secrets assumes knowledge of B through F.

The plus and minus ratings indicate greater or less familiarity with the area of knowledge indicated. Thus, a B+ indicates complete familiarity with the conflicts between the Primogen and the personalities involved, while a B- indicates only a rough idea.

- A+ The character knows exact details of all conflicts in the city (just like you will after reading this book).
- A The character knows something about the control exerted by Menele and Helena, and their ongoing conflict. Character does not know exactly who is controlled by whom.
- A- The character knows in general about the conflicts between Menele and Helena, but does not know whom they control, nor the intricate details of their games.
- B+ The character is knowledgeable about the precise nature of the Primogen, their past votes, who supports whom, and many of the intrigues going on between them. The character may suspect that there are Ancients behind the scenes.
- B The character knows of the conflicts within the Primogen, and of many of the other Kindred whom they control — including the Anarchs.
- B- The character has a rough idea that the Primogen is working behind the scenes.
- C+ The character knows the politics of all the Coteries in exact detail.
- C The character knows about many of the Coteries, and how they react to one another. The character knows about the Primogen, but does not know how powerful and influential they are.
- C- The character understands that there are different groups among the Kindred, and that their conflicts indicate the ebb and flow of politics within the city.
- D+ The character understands why the Princes of Chicago and Gary are antagonistic, and who has the upper hand.
- D The character knows about the antagonism between the two Princes, and the conflicts between the Anarchs and the Elders — but knows nothing about shadowy figures behind the scenes. The character may know of some relationships in particular, but knows very little of the overall picture.
- D- The character only knows the general facts about the Princes.
- F The character knows who is an Anarch and who is an Elder, and can identify some of the leaders of each group. Thus, for instance, the character would recognize the name of Lodin, but not that of Modius. The character knows very little of Chicago and its Kindred — only a few faces and a rough understanding of the turmoil and antipathy.

Acquiring Secrets

If you wish, you may allow characters to gain knowledge in Secrets, just like any other knowledge Trait. However, characters cannot spend experience points to raise their score in Secrets; instead, the characters must actually acquire the information represented by the level of knowledge they seek. As Storyteller, you can assign points at the end of a Story which are to be applied to Secrets only.

↓ The A-F rating for Secrets corresponds to the normal five-level rating as follows:

- A
B
C ...
D ..
F .

Plus and minus ratings are handled by common sense; a character knows as much as he or she knows.

Groups and Conflicts

Following the character descriptions is a section on how the Kindred interact and the cliques they have formed. Because of the war between the Methuselahs, the battles between Prince and Anarchs, the Tremere's maneuverings for power and a host of other reasons, the interplay of Vampire and Vampire in Chicago is rich in intrigue, malevolence and fear. Few Kindred can trust anyone completely, even clan or brood siblings. They know that their most dangerous foe is another Vampire, and their lives are tinged with a paranoia which increases steadily as they grow older and more experienced. The Storyteller should remember this each time the player characters meet a new immortal, and have the NPC Vampire behave accordingly. No one trusts anyone in this city, unless they absolutely must.

Brujah

The Brujah in Chicago make up a very diverse group, more given to rivalry and antagonism than to friendship and unity. Yet it is precisely this sort of creative conflict which marks the Brujah clan and brings out the best in its individual members.

Though the Brujah of Chicago do not have regularly scheduled meetings of any sort, they do meet together on occasion. When one of them calls for a meeting, the others will usually come, but very little is usually achieved. Meetings are held in a variety of places, as much according to whim as anything else. The back room of a bar is a common meeting place, as is a cemetery or a condemned building. The Brujah are all quite friendly with one another — at least until the arguments and recriminations begin — and seem to enjoy their “moots”, as they call them. Often one or two of them will leave in terrible moods, having been targeted by all the rest for ridicule and abuse. Indeed, picking out scapegoats for each moot seems to be the only thing they can ever agree upon.

Many of the younger Brujah want everyone in the clan to join together with the Anarchs and overthrow the Prince. However, the three eldest — Critias, Tyler and Balthazar — have their own plans, which do not allow for such radical action. The end result is that the Brujah remain divided, but continue to debate with great gusto and relish. Each, in his or her own way, is proud of being Brujah, and most are proud of the fact that they have members in almost every Coterie in the city, considering this proof of great open-mindedness. The adage has it that

Brujah have nothing in common but their differences, and those of Chicago certainly show the truth of the saying. In times of conflict, these Brujah have absolutely no scruples about attacking one another, though all feuds are suspended during moots.

Meneleus (Menele)

Although Greek civilization did not reach its height until the age of Pericles (starting 457 B.C.), Menele enjoyed his rulership of one of Greece's growing merchant cities, some eight centuries earlier. Despite the burdens of the crown, Menele found plenty of time to indulge his tastes in thought and beauty. Before turning 30, he had married one of the most beautiful women in Magna Graecia, built some of the finest buildings on the peninsula, supported numerous distinguished philosophers and began the collection of scrolls for what would become one of the world's largest libraries.

Not everyone applauded him. As his city flourished, others cast covetous eyes on its trading routes. In particular, one city in Asia Minor began to harass his merchants. Incidents escalated, and the enemy city dared to kidnap his wife. Menele called together all his allies in the Greek city states, assembled a great fleet and sailed east to do battle.

The war lasted far longer than Menele had expected, but finally the Greeks' superior numbers prevailed. Unfortu-



nately, Menele could not enjoy the victory. The night before his planned triumphant entrance into the city, he received a nocturnal visitor. The city had been under the secret rule of a third generation Brujah named Troile; having tired of the city a

century before, he had been traveling, and had returned only in time to see it fall. He spent the night with the leader of the conquering forces, trying to discover what kind of mortal this king Meneleus was.

Troile, a philosopher who had traveled widely since the destruction of the Second City, found the scholar-king most fascinating. At the end of the night he took Menele to his Haven north of the city; there they spent the next several months deep in conversation. Finally, Troile decided that Menele possessed all the elements which would make him worthy of immortality. Thus Menele joined the Undead.

For the next few centuries, Menele journeyed across Europe and Asia. In Persia he became fascinated by the spirit plane, and he spent a century studying with the mystics there. He went on to India, and spent another century studying with the spiritualists of that ancient land. Finally he returned to Europe, intending to pass the rest of his immortal existence in contemplation of the astral plane.

Then he met Altamira, an Iberian Brujah already ancient. She spoke of a mighty city growing in North Africa, which would put the Second City to shame and rival the First City for glory. The Cainites there would be the world's greatest, and would live in perfect harmony with the Canaille, free from the restrictions of any Prince. Some, she said, had discovered a

Ways of the Jyhad

The Methuselah play a deep and subtle game in Chicago, giving their most deadly moves years to develop. For instance, in Ashes to Ashes, the characters became involved in a ghoul's mad vengeance against Prince Lodin. Unbeknownst to the players, however, their actions were all part of a scheme concocted by Menele decades ago.

In 1969 Lodin numbered Roarke among his most trusted ghouls and involved the stocky businessman in most of his dealings. Menele, who had just suffered defeat during the 1968 Chicago convention, decided to manipulate the ghoul in hopes of one day using him against the Prince. With the aid of another ghoul who had long aided him, Menele arranged to have Roarke shot, and before Roarke "died," had the assassin link the crime to Lodin.

The bullet in Roarke's heart did not prove fatal, however, as Menele had given the ghoul a vial of his blood to give Roarke. The ghoul did indeed give Roarke a vial of super-potent blood, and it succeeded in bringing the Prince's former retainer back to life, albeit with a burning hatred for Lodin.

Under Menele's control, Roarke returned to Chicago, where he sat, schemed and unwittingly guarded the one who had had him shot. Actually, Menele forced him to stay

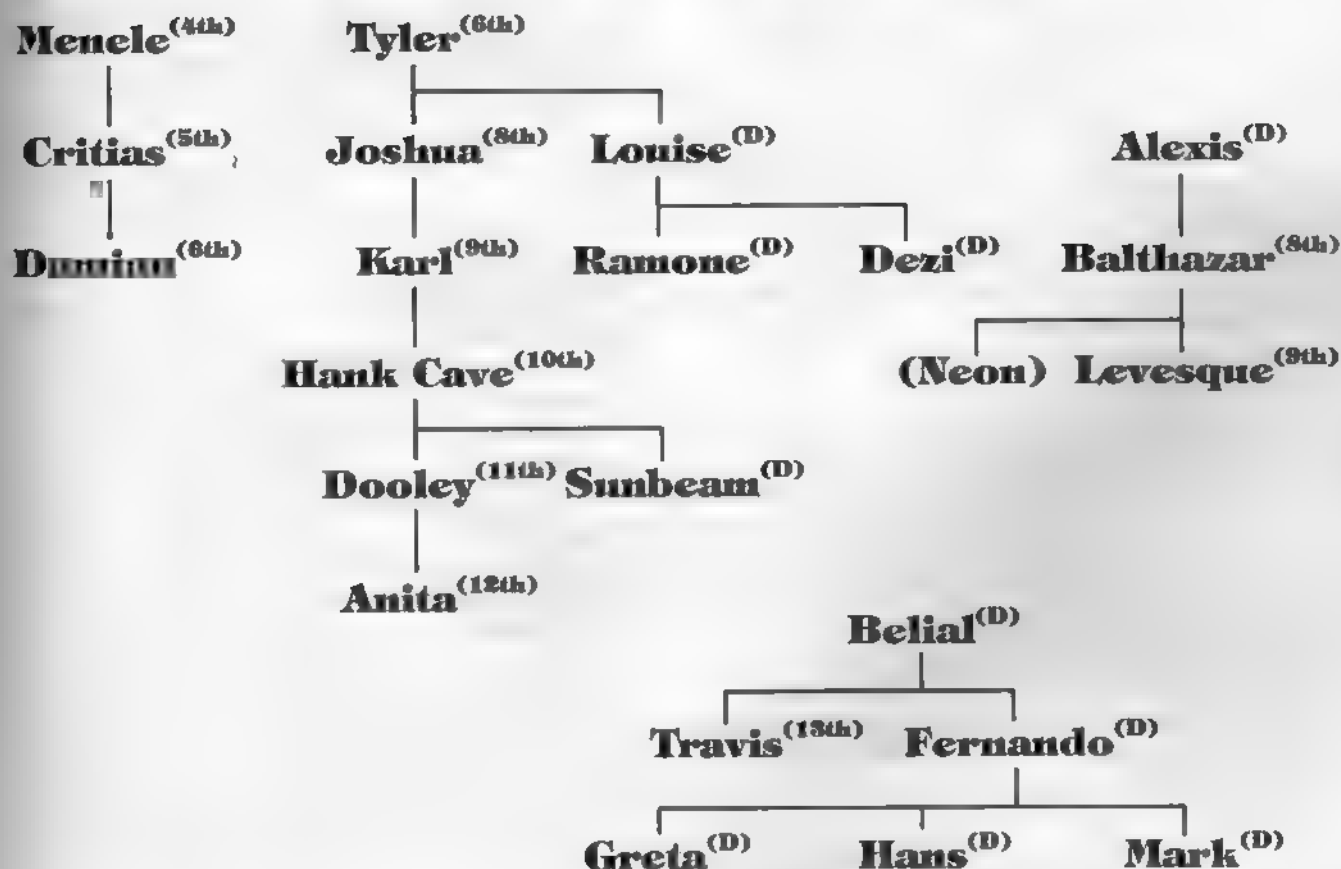
in seclusion until the proper moment. Thus, Roarke did nothing during Maldavis' uprising as Menele positioned all his pieces where he wanted them. Once the ancient Methuselah felt certain his old enemy believed she had control of the Primogen, and things had settled down, he activated Roarke.

As detailed in Ashes to Ashes, Roarke managed to kidnap the Prince. Meanwhile, Menele manipulated his pawns in Gary into sending a band of neonates who would be blamed for the abduction. He did not expect them to handle Helena's curiosity for long, but he did not believe it would take long to move his forces into position to take over the city.

However, a kink occurred in his plan when police raided the building where Roarke was protecting Menele's body. In need of a new safe location, and afraid the police raid was Helena's doing, Menele took advantage of the first available forces which could protect him — the Gary neonates.

Obviously, if you have not run Ashes to Ashes, then it is unlikely these events happened. Nevertheless, it should serve as some indication of the depth and sophistication of this ancient Jyhad.

THE BRUJAH



D = Destroyed

way to control the Beast, and others had been pulled back from the very depths of Frenzy. Together, mortals and immortals would create a wonderful city of peace, progress and equality which would last forever.

Menele was entranced by the idea; it was the embodiment of all his own hopes and dreams. With all haste he made his way to this Carthage, and found it to be everything Altamira had promised. Vampires and mortals labored together on great works of art, the study of all branches of science, the occult and the progression of the spirit. The mortals willingly spared some of their blood for the Cainites' nourishment, and the immortals in turn used their powers to make mortal life easier and more pleasant. The killing of mortals was forbidden, and the Vampires fed together to ensure the safety of their willing Vessels. Soon, Menele was happily ensconced in the city, and joined the dozens of other Cainites in their progress toward Golconda.

This was the beginning of the Third Age, the time of the great cities. Now, for one of the first times in history, a place could support more than a single Vampire. Before this time, a single settlement could not feed more than Cainite safely for a mortal population above ten thousand was practically unknown. However, with the rise of Rome and Carthage the Kindred could live together — a new age had dawned.

While many Toreadors supported the Brujah's founding of Carthage, other clans were suspicious. The growing city of Rome was controlled by an uneasy alliance of Ventrue and Malkavians; they claimed that the Brujah in Carthage were gathering their strength to slay all other Cainites. Soon, Rome launched its first attacks against Carthage. Menele, as an experienced diplomat and a famed orator, became Carthage's envoy, trying to enlist Gangrel and Nosferatu support. He also managed to draw new Toreadors to the city, including the beautiful — and powerful — Helena.

The wars lasted for more than a century. Finally, after years of siege, Carthage was betrayed — by a Toreador, it was said. The Roman legions destroyed the once-beautiful city. They salted the earth to prevent any earth-melded Cainite from rising again, and burned the entire library — over half a million volumes — which had been Carthage's pride. Almost all the Brujah were destroyed, and the few survivors nursed a bitter hatred ever after for those who had destroyed their city.

When Carthage fell, Menele was away, trying to recruit help from the Gangrels of southern Africa. He returned to his once-great city, unable to believe that these ruins were all that remained. He fled into wilds of Western Europe, forswearing cities and civilization forever. He broke that oath a couple of centuries later, when he heard from a chance-met Gangrel about the beautiful Toreador ruling Pompeii.

Knowing in his heart that this could only be Helena, he secretly visited Pompeii. The sight of her ruling the Roman city and the bitter memories of the destruction she had wrought upon Carthage were like a stake in his heart.

That night, Menele willingly entered his first Frenzy in a thousand years. His rage, coupled with a thaumaturgical ritual, brought down a spirit of fire to the city; it flew shrieking through the streets, free for the first time in centuries. The ground shook; the sky seemed to blow open, and fire poured down on Pompeii. All was destroyed. Menele only escaped by throwing himself into the harbor.

Helena somehow survived the destruction of Pompeii. For more than a dozen centuries they fought, but neither could strike a decisive blow. Helena slowly gained the upper hand as her Ghoulish Prias grew in power. Menele needed a chance to gather strength, or she would surely prevail. Phoenician legends of a land to the west prompted him to trick Helena into thinking he was destroyed; trusted retainers carried his body aboard a specially-prepared ship which sailed westward to a new and unknown land.

Once in this new land, Menele began to mold the Incans into a force capable of destroying his enemy, but as time passed he was overtaken by the feeling that the ancient rivalry was nothing but a useless drag upon his spirit. At last he rejected his desire for revenge, and created a civilization of great depth. In time, he began to dream of creating a new Carthage.

Then he heard of newcomers ravaging the Mayan cities to the north, and learned that they were Europeans, led — as he heard to his dismay — by Helena herself. He tried to strengthen his followers, but he knew his cause was lost. Helena's *Conquistadores* made short work of his vast empire, and Menele fled north to hide among the Pueblos.

Once again, he began to prepare his followers for battle, but time passed and Helena did not come. Hoping against hope that the battles were over, Menele spent more and more time contemplating the riddle of his existence. He sought Golconda, but just before he reached his prize he was forced to

flee once more. He made his way north to the shores of an immense lake. For all his preparation, the tribes there were no match for well-armed Europeans when the inevitable battle came.

This was to be a turning-point in their conflict. Both Vampires were grievously wounded, and both fell into torpor, relying on their followers to protect them and prosecute their feud. Thus it has been for the last two and one-half centuries.

Menele

Sire: Troile

Nature: Visionary

Demeanor: Architect

Generation: 4th

Embrace: 931 BC (born 954 BC)

Apparent Age: 30s

Physical: Strength 8, Dexterity 7, Stamina 6

Social: Charisma 6, Manipulation 7, Appearance 5

Mental: Perception 7, Intelligence 9, Wits 8

Talents: Alertness 5, Brawl 8, Dodge 8, Leadership 8, Subterfuge 4

Skills: Animal Ken 5, Melee 7, Music 5, Stealth 5, Survival 9

Knowledge: Linguistics 9, Medicine 5, Occult 9, Architect 6

Disciplines: Animalism 5, Auspex 6, Celerity 9, Dominate 6, Fortitude 6, Obfuscate 2, Potence 8, Presence 5, Protean 5, Thaumaturgy 7

Background: Influence 4

Virtues: Conscience 5, Self-Control 5, Courage 5

Humanity: 10

Willpower: 10

Blood Pool/Max per Turn: 50/10

Notes: This mighty Cainite remains in a state of torpor.

Thus, his statistics only matter if he were somehow to waken. If that happened, he would not come to his full strength immediately, but would be substantially weaker. However, all his Disciplines would still work at "full power". Menele's extra level of Auspex allows him to stay aware of events around him while in torpor. Thus, his dreams are filled with images of things which might affect him, but they are often hard to interpret. His extra level of Domination allows him to use his other levels without the requirement of eye contact — only a touch is needed. Finally, his two extra levels of Thaumaturgy allow him to summon and control spirits and elementals, but he must be awake to do so.

Image: A corpse lying flat, with skin as hard as stone.

Haven: Menele moves often, using retainers to transport him. For a long time he was buried deep beneath the rail station, but recently he had himself exhumed in order to bond more closely with some of his followers.

Roleplaying Hints: You are in torpor. No movement, no speech.

Secrets: A+

Influence: Menele controls many of the Vampires of Chicago, directly or indirectly. He is the second most powerful individual in the city — a little behind Helena, but no one else approaches his power. His current retainers are members of a Native American family who have been serving him for well over a century.

Critias ("Doctor")

The Sophists of Athens delighted in questioning the moral values of the society which supported them. Should one respect a law created by individuals as imperfect as oneself? Are laws merely an artifice created by those who wish to retain their power? Does that make them immoral? Needless to say, such questioning infuriated the city fathers, who were busy trying to rouse the populace into a trade war with Sparta. Critias became one of their prime opponents as his keen probing, pinpoint questioning and razor-sharp wit left many doubting beliefs they had held all their lives.

Critias had a substantial following among the youth of the city, including many who would one day become leading philosophers in their own right. They paid him well to teach them rhetoric and logic, and Critias grew fat and content by keeping others dazed and confused.

Then the great leader Pericles died from a plague which killed off one-third of the city's people. The demagogues who succeeded him wanted a scapegoat to carry the blame for all Athens' woes. Critias became their first target. They accused him of corrupting the city's youth, and gave him the choice between ostracism and death. Never one to sacrifice his own life for the Truths he had been teaching, Critias packed up his few belongings and prepared to move west to Delphi.

Before he could leave, Critias was visited by a strange, dark man. Menele had long enjoyed the mental stimulation of Critias' semantic games, and believed the Sophist would make a fine addition to the growing Brujah Clan, then more an organization of intellectuals than a clan of rebels.

The encounter took place in the baths. Menele used his formidable powers of domination to keep the mortal calm, and they spent the night debating the nature of existence, death and the role of the philosopher. By the end of the night, Critias had, for the first time in his life, become firmly convinced of one of his own teachings — that people must continually question their preconceptions and prejudices. Then Menele gave him the option of carrying out his role of gadfly for all eternity. Critias accepted.

His next action was to inform the people of Athens that he had come to believe Truth was too important not to die for. Before a great crowd the following evening, he faked his death

and was buried. That night he rose from his grave and went to the homes of his tormentors, screaming from the street for them to let him in. When they would not open their doors he laughed, and began to ridicule them. Finally the frenzy overcame him, and he broke into the home of one of the city's leaders and drained the blood of everyone in the house.

Critias then fled to Cyrene, in what is now Libya. Travelling with Menele, he made his way across Mediterranean North Africa, spending his nights debating philosophy and logic with the greatest minds of the era, and then drinking their blood — but never enough to harm them. He also feasted regularly on Menele's blood before realizing this created a Blood Bond. Even when the two separated, the extreme potency of his Sire's blood and the frequency with which Critias had fed meant their bond lasted far longer than such ties usually do.

By the 3rd century B.C. he had made his way to Carthage, which Clan Brujah had turned into their base for eventual domination of the world. The former Sophist was quickly swept up by the idea of creating a new Golden Age for Kindred and kine, a world state ruled by Philosopher Kings, and he threw himself into the task with a passion he never knew he could possess.

With his prowess at logic and debate, he became an envoy to other Vampiric communities, and was soon roaming the world in search of allies. Indeed, his trips kept him away from the great city for the next 200 years, and he was in Cathay when he heard about the destruction of his beloved Carthage. Heartbroken over the mindless prejudice which had led the Ventruue and Malkavians to destroy the city of his dreams, Critias made the long journey to Rome. He arrived on the verge of a great Frenzy.



Once there, however, his anger grew cold, and he calmly proceeded to devote all his vast resources of intelligence and anger to the destruction of this growing city.

First, he tried to stir up dissent between poor farmers and rich landowners, but the Malkavians responded quickly. Thousands of farmers died as the revolt was put down. In 91 B.C. he instigated a violent battle for political power between Rome and the other Italian cities in what came to be called the Social War. The Ventrue interceded in the fighting and, while Critias' followers won political concessions, Rome maintained its dominance.

Tired of failure after decades of insurgency, Critias decided to take a more direct route. He moved to Asia Minor, where he took control of a king named Mithridates. Through this puppet, Critias prepared to seize the weakly-guarded Roman province of Asia — the first step in a military campaign against Rome itself. He personally led the night attack which defeated Rome's Asian legions. It was a bloody affair and the sight and smell of so much blood affected Critias more than he ever expected. His soldiers were amazed to see their leader tearing and rending both prisoners and the dead alike. But, as good soldiers always do, they began to follow his lead.

It took Critias three nights to end this Frenzy, born of decades of suppressed rage. With the first light of dawn he would meld with the earth, only to revive the next day to continue his vengeance against the Roman men, women and children who had moved to Asia in search of a better life. He regained his senses only after tearing out the throat of a 12-year-old girl and drinking her dry.

Revolted that he could have committed such monstrous acts, he fled to the city of Pontus, where he learned that the massacres of Roman citizens had reached epic proportions. By the time it ended more than 80,000 Romans had died. Shaken by the horror of what he had begun, Critias spent his nights immobile under the earth, unable to come to terms with his actions. Finally, after all the blood from his Frenzy was gone, Critias rose from the earth, and began to make his way to the far northern reaches of Eurasia, feeding only on animals. For several centuries he lived among the nomads of the north, feeding on the mighty bison which made the area home.

Finally he began to come to terms with his deeds, and decided to return to the civilized world. Afraid to go to Rome, he travelled to the new capital of Constantinople. Doing his best to conceal his identity from the other Vampires in the city (who had long hunted for the one who had dared to assail their Empire) he spent the next millennium here, happily and quietly ensconced among the city's intelligentsia. As the fourteenth century dawned, he conceived a desire to visit some of the places of learning beginning to blossom around Europe. He travelled widely in Western Europe and, while in Barcelona in 1415, he financed a secret voyage by a sea-captain who believed the world was round. He never heard from the captain again.

Critias does not realize that all of his journeys and actions have been controlled by his Sire, whom he believes died in the sack of Carthage. Menele had taken great pains to keep Helena and Prias ignorant of Critias' existence and Blood Bond to him. Still, Menele has required his scion's aid at various times, most especially after he had been grievously injured in 1415 and needed transportation to the undiscovered new world. Once free of Europe, Menele let his control of Critias lapse, and once more the philosopher was left to his own devices.

After spending several centuries in a remote monastery in Switzerland, Critias felt a strange urge to visit the New World. He arrived in Baltimore shortly after the end of the Revolutionary War, and began to travel, enjoying the great dynamism of the new nation and its surprising intellectual vigor. He was especially enamored of the form of government they had created. They had rejected the ideal of the philosopher King in practice, and had resurrected his beloved Athenian democracy with a new twist: checks and balances! He fell in love with this young nation.

Occasionally he would settle, ruling as Prince or remaining hidden as whim and opportunity took him. He especially enjoyed creating schools and assisting in the formation of local governments. He was still drawn to the centers of thought and learning, and continued to enjoy the give-and-take of intellectual debates. In 1942, he came to Chicago to watch the atomic experiments being conducted by Enrico Fermi. He quickly became too enmeshed in the city's Byzantine politics to leave — or so he believes. Once again he is unaware that he was summoned there by his Sire.

Critias has come to see himself as the defender of the intellectuals and rebels in the city. A believer in creative conflict as a means of forcing people to think for themselves (he has written several scholarly papers on the topic), he often finds himself instigating conflicts among his fellow Kindred. He was the first of the Primogen to support Annabelle Treabelle's call in the mid-80s to show Lodin who held real power. He secretly supports those Anarchs who oppose Lodin's authority with particular flair and intelligence. His eventual goal is to institute some kind of democratic government among the Cainites of Chicago. He believes the Anarchy will only end when all Kindred are given a place of respect and power in the affairs of the city — an idea which may seem naive, but it cannot be disputed that he has many centuries of experience.

Despite these interests, Critias sees himself more as a philosopher than a rebel, following the ancient Brujah traditions rather than the new, rebellious style. He is one of Menele's key followers in the city, although he does not know it. Indeed, despite the fact that Critias is the oldest and most powerful member of the Primogen, he is the only one who does not suspect there are two Methuselahs battling in the city. He is aware of Helena's existence, but will refuse to accept the existence of Menele unless he is confronted with direct proof to the contrary. Such is the downfall of intellectual pride.

Critias teaches a few courses at Chicago University each semester, and is well-known for his eccentricity and openness. The brightest male students of Chicago University are common visitors to his apartment, but female students are unwelcome. Critias is quite sexist. He has a decided preference for good-looking young men of great intellectual distinction, and it is from them whom he most often feeds, just as he always has. His retainers are all dreary philosophy students to whom he has taken a particular liking, but who are so brilliant, in his eyes, that he would be ending the career of an important philosopher were he to kill them.

Sire: Menele

Nature: Curmudgeon

Demeanor: Visionary

Generation: 5th

Embrace: 432 BC (Born 478)

Apparent Age: Late 50s

Physical: Strength 5, Dexterity 4, Stamina 6

Social: Charisma 3, Manipulation 6, Appearance 2

Mental: Perception 5, Intelligence 6, Wits 8

Talents: Empathy 3, Intimidation 5, Leadership 1

Skills: Etiquette 3, Melee 3

Knowledge: Law 3, Linguist 6, Occult 4, Debate 7, Politics 3, Philosophy 7

Disciplines: Auspex 6, Celerity 1, Dominate 5, Fortitude 2, Presence 5, Protean: 3

Background: Contacts 3, Mentor 5, Resources 3, Retainers 4, Status 6

Virtues: Conscience 5, Self-Control 2, Courage 3

Humanity: 7

Willpower: 9

Blood Pool/Max per Turn 40/8

Notes: Critias' high Auspex manifests itself in his ability to predict what people will say (and sometimes do) next. This is more a function of precognition than Intelligence, much as he denies it. His high melee ability is the result of his military training as an Athenian citizen.

Image: An elderly looking gentleman, a little on the plump side, no more than five feet tall. He is mostly bald, with a little white hair around the edges and a thick white beard. He is heavily wrinkled but appears fairly robust. In the privacy of his own Haven he still prefers to wear Athenian-style robes and nothing else.

Roleplaying Hints: You always answer questions with a question and generally play devil's advocate in any debate. Everything you say is rhetorical in one way or another. When you are forced to answer, there is always a pregnant pause while you consider the correct way to phrase things. It is impossible to hurry you, not matter how serious the crisis.

Haven: Critias has a townhouse across the street from the Chicago Historical Society's exhibition hall in Lincoln Park. He also maintains apartments near all the major colleges and universities.

Secrets: B+

Influence: Critias' contacts are major figures at the local colleges: presidents, deans and major intellectuals. Though he does so indirectly, it can be said that he controls all the major universities in the city, and knows most of what goes on there. Critias has quite a network across the United States, composed of former students who have reached the top of their respective fields. Poets, philosophers, politicians and scientists all correspond with him regularly, and through them he exerts a powerful if diffuse influence upon America. It is said that half the think-tanks in Washington could not function without his advice. Furthermore, it is rumored that many of Kennedy's advisors were among his former students.

Critias is also heavily involved in the Federal Court of Appeals located in Chicago. He has an intense interest in the more philosophical branch of Justice and the establishment of precedent. All the federal judges know and respect him. On occasion he has used his Domination on them to stifle a case which might endanger the Masquerade.

Patricia Bollingbroke ("Tyler")

Patricia of Bollingbroke was among the English peasants who rose up in 1380 with John Ball and Wat Tyler to fight the nobility's oppression. Her husband had died on the end of a Baron's boar-spear as a penalty for poaching, and her children were taken from her and made into castle servants. Strengthened by grief and hatred, she left her village to join the peasant rebellion. By dint of a love affair with Tyler, her own basic intelligence and a great deal of ruthlessness, Patricia became one of the rebellion's leaders — its guiding spirit in many ways — but none except those in the ruling council ever realized she was anything more than Wat's lover.

She was among the revolutionaries who murdered the Archbishop of Canterbury and marched on London, where they forced the King to submit to their demands. When the backlash came, she was a prime target. It was three weeks before she learned of the murder of three of her children, and the imprisonment and torture of the fourth; she set out immediately to free her child. It was a trap, of course, and for all her precautions she was recognized and captured.

As she sat in the Baron's dungeon waiting for death, she had a visit from a seventh-generation Brujah who called himself Robin. The two sat up all night talking about the injustices of the feudal system and practical solutions for the



rectification of these problems. Convinced by the Vampire that the only thing which could make a difference was a powerful peasant leader, the next night Patricia accepted Robin's Embrace. Her first victim was the very Baron who had destroyed her family.

Patricia quickly found that being a Vampire put rather distinct limits on her freedom as a revolutionary. People were less inclined to follow her, and the wild Frenzies to which she was prone prevented her from even forming the stable core of a larger movement. Ultimately the movement was crushed — though some small concessions were made by the nobles — and the peasant's revolt was over.

Patricia fled England, and for two centuries she travelled across Western Europe. She arrived in Spain during the later years of the Inquisition, and was among those Kindred who believed Vampires should wipe out their tormentors and take a more obvious role in human society. With the help of two other Brujah and a small force of peasants, she attacked a small castle in western Spain — the Haven of one of the Elders of the Ventrue Clan, who had begun to conceive of the Camarilla as a means of enforcing and protecting the Masquerade. The castle was destroyed and Patricia's companions perished, but in the end she got a death-grip on the battered Ventrue and drank the last of his blood. It was this event that triggered the Anarch revolt which latter became the Sabbat.

Patricia discovered that drinking the blood of an Elder could dramatically increase one's potential. Now chased by Archons sent by the fast-growing Camarilla, she fled to the New World and made her home in Cartagena, then the jewel of Spain's American empire. Helena sensed her as she entered the city, and immediately recognized her potential as an assassin of Vampires. Through Domination, she brought Patricia into her

sphere of influence. Helena was very attracted to the idea of a ruthless female Brujah assassin; after 30 years of manipulation she was able to Blood Bond Patricia to herself.

When members of the Camarilla began to appear in Cartagena, Patricia fled north to the English colonies; Helena called to her during the early 1900s and she made her way to Chicago. She took the name Tyler from her mortal lover, and believes that no one knows of her past as one of the early powers in the Sabbat. A few know, but they keep the secret until a time of need.

Tyler's age and natural intelligence — along with Helena's secret support — earned her a respected place among the Elders despite her Brujah heritage, and she consolidated her position during the Council Wars of the 1980s. That was when she slew a sixth-generation descendant of Critias who refused to follow the rest of the Primogen and end his support of Maldavis. She is exceedingly proud of her position; of course she has earned the undying enmity of Critias, and returns his hatred with a vengeance bolstered by her lust for his ancient blood.

Sire: Robin Leeland

Nature: Rebel

Demeanor: Conniver

Generation: 6th

Embrace: 1381 (Born 1352)

Apparent Age: Unclear — 30s?

Physical: Strength 5, Dexterity 6, Stamina 7

Social: Charisma 4, Manipulation 5, Appearance 3

Mental: Perception 5, Intelligence 4, Wits 7

Talents: Alertness 3, Leadership 4, Intimidation 5, Brawl 4, Streetwise 3, Dodge 3

Skills: Firearms 4, Drive 2, Melee 4, Stealth 3, Etiquette 1

Knowledge: Politics 5

Disciplines: Celerity 4, Potence 5, Fortitude 3, Dominate 3, Presence 5

Background: Allies 2, Contacts 4, Influence 3, Mentor 5, Resources 4, Retainers 7

Virtues: Conscience 3, Self-Control 1, Courage 4

Humanity: 5

Willpower: 10

Blood Pool/Max per Turn: 30/6

Image: A short slender woman, 5ft 4in tall, 130 lbs, with long black hair which she usually ties in a pony tail. Her face has several patches of pock-marks from a case of smallpox but it has an undeniable beauty to it nevertheless. She generally dresses very simply, and favors blue jeans and a simple blouse.

Roleplaying Hints: Even when talking about the weather you speak with passion and conviction. Clench your fists and shake them whenever you make a point.

Haven: An isolated hangar at O'Hare Airport. The hangar is heavily-guarded by security devices but has no mortal protection.

Secrets: A-

Influence: Tyler was one of the first Cainites to realize the advantages of air travel, and the power of the one who controlled it. Any Kindred who wish to enter or leave Chicago by plane must first gain her permission. She moved to O'Hare airport shortly after its construction — in which she was instrumental. She controls or knows of almost everything that happens at the airport. Her contacts are the higher levels of the airport authority, and through them she manages to exert some control over the city's two other airports and over plans to construct a fourth. The security forces at all the airports are directly under her control, and she has conditioned many of them. She has actually trained her O'Hare SWAT team in the extermination of Vampires, and it is said that she used them outside the airport during the Council Wars. One of her retainers is an ex-Vietnam fighter pilot, who serves as a bodyguard and manservant.

Joshua Tarnopolski ("Blackjack")

The socialists became a significant threat to the capitalist interests of Chicago in the early part of the 20th century and, for a while, threatened to become an established force in the state legislature. Indeed, the Chicago establishment remained frightened of them long after the Socialists lost their effectiveness.

Joshua Tarnopolski was among the leaders of the city's socialists at the turn of the century, a period when they were at their height. With his thick Polish accent he was not a noted orator like most of the leaders, but he was a skilled backroom politician and could raise a mob of workers to fight off the Chicago machine's goon squads. Tyler's natural sympathies were aroused by these committed revolutionaries and, when the socialists' power peaked shortly before World War I, she decided to preserve some of this energy forever.

She chose Joshua because, even though he was a powerful leader among the workers, his face was not well-known, either to the masses or to the capitalists he opposed. Tyler even sought the permission of Lodin in order to make this Neonate, permission Lodin was more than willing to give such a powerful Cainite — in return for crucial support in his war against Modius, who had just fled to Gary.

Tyler embraced Joshua without giving him any choice in the matter. Joshua, who was already beginning to predict the demise of socialism in America, transferred his passion for change to Kindred society. Joshua quickly became disenchanted with the seniority system, and made contact with the Anarchs. While Joshua is at least nominally allied with Hinds' Coterie, he is often looked to as a leader by all the Anarchs, much as he was by socialists in the past. The younger Brujah are enthralled by his tales of meetings with Eugene Debs, Joe Hill, Woody Guthrie and other national leaders from the early part of the century.

However, his most basic allegiance is to Hinds, who was a close friend and ally when the two were mortal.

Sire: Tyler

Nature: Architect

Demeanor: Director

Generation: 8th

Embrace: 1913 (Born 1870)

Apparent Age: Middle 40s

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 2, Manipulation 4, Appearance 1

Mental: Perception 3, Intelligence 4, Wits 5

Talents: Alertness 2, Athletics 2, Brawl 4, Dodge 3, Empathy 1, Intimidation 2, Leadership 2, Streetwise 3, Intrigue 4

Skills: Drive 1, Firearms 2, Melee 2

Knowledge: Bureaucracy 2, Linguistics 2, Politics 4, Chicago 4

Disciplines: Celerity 4, Obfuscate 2, Presence 3

Background: Allies 3, Fame 1, Influence 1, Retainers 2, Status 2

Virtues: Conscience 5, Self-Control 3, Courage

Humanity: 8

Willpower: 9

Blood Pool/Max per Turn: 15/4

Image: Short and stocky. Has a short black beard speckled with grey. Wears cheap off-the-rack suits.

Roleplaying Hints: You're tired, and your eyes show it. Things were great when you were younger, and you live to tell people about it. Now — ach — the world has grown very homogeneous and dull. Not worth discussing. You also have a thick Polish accent; it has im-



proved in the last few years, but it is still quite distinctive.

Secrets: B

Haven: The basement of an old apartment building in East Chicago.

Influence: All of Joshua's relationships with mortal society come from his friends in the unions. While they don't know the whole story, they do know he has been involved with the unions for a long time and they respect his opinions and give him aid. His retainers are both long-time union men, and through them he controls most of the labor unions still found in Chicago. However, because unions really don't have much general influence any more (though they are still pervasive throughout Chicago) he does not have much real power in the city.

Neil Graham ("Karl")

As the great depression worsened across America, Neil Graham became firmly convinced that the only way to save the country was through Soviet-style communism. To this purpose he recruited other Chicagoans to join him in a revolution. This nighttime recruiting by a bearded, wild-eyed young man attracted the attention of police in the pay of the city's industrial leaders. They decided that rather than arresting him and hoping for a long jail term, they would turn him into another "jailhouse suicide"

However, Neil's rabble-rousing had also caught the eye of a sympathetic Joshua, who had always wanted to be a dramatic speaker like this young man. He followed the police who arrested Neil to their precinct, where he overheard two of

them discussing different ways to hang Neil by his own belt. Joshua managed to sneak into the jail just in time to catch them trying to string Neil up. In the ensuing battle, Joshua knocked out the two policemen and actually broke down the wall in his rush to rescue Neil. The two revolutionaries made off into the night, but not before Neil was shot in the back.

By the time they made it to a place of safety, Neil was paralyzed from the waist down. Realizing that there was only one way to save the young man, Joshua bit deep into Neil's neck and drank. Then he slit his own artery and fed the healing blood to the communist. Thus Neil entered the world of the Damned. For several more years Neil maintained his preoccupation with bringing Utopia to the people of Chicago, but he kept a low profile since he was wanted by the police. Slowly his interest became more centered on Vampiric society, and following World War II, he became a committed member of the Anarchs. He has changed his name, taking that of whichever revolutionary thinker currently strikes his fancy. He has called himself Karl, Vladimir, Leon, Antonio, Fidel, Herbert — and has now returned to Karl, refusing to respond to any other name.

Sire: Joshua

Nature: Visionary

Demeanor: Rebel

Generation: 9th

Embrace: 1932 (Born 1904)

Apparent Age: Late 20s

Physical: Strength 5, Dexterity 3, Stamina 3

Social: Charisma 4, Manipulation 4, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Alertness 1, Brawl 3, Dodge 3, Leader 2, Streetwise 3

Skills: Melee 2, Repair 1, Security 1, Stealth 3, Oratory 4

Knowledge: Politics 2, Marxism 4

Disciplines: Celerity 2, Dominate 1, Potency 4, Presence 3

Background: Retainers 1

Virtues: Conscience 3, Self-Control 2, Courage 5

Humanity: 6

Willpower: 8

Blood Pool/Max per Turn: 14/3

Image: Wild-eyed and bearded. Six-foot-one and 210 pounds with hulking shoulders and huge hairy arms.

Roleplaying Hints: You are wary of everyone and speak tersely when you must. However, when you get on a roll, nothing can shut you up.

Haven: Makes his home near the American Police Center and Museum.

Secrets: B-

Influence: Karl has little influence, though he is far from realizing this fact himself.



Hank Cave ("Saint")

Sure, Hank Cave's name didn't rank up there with Kerouac, Ginsberg or Burroughs, but he was just as good a writer. All his friends told him so. And what friends they were...

They would come to his coffee house all through the Eisenhower years, talk and listen to poetry, and eat (usually for free if they said they had read any of Hank Cave's work). Then, in 1961, his inheritance ran out. A few months later the coffee house closed down. He could no longer afford to self-publish, and no commercial publisher was willing to pick up any of his books. Soon he was working in a bookstore just to pay the rent.

Hank's writing slowly became blacker and more political. This trend deepened after Kennedy was shot and then — surprise of surprises — Hank Cave wrote a novel mainstream publishers would look at: *The Trial of Saints*. A story about death in a destructive society, it became a minor hit; he never knew whether this was because his writing style changed or because public tastes had changed, though he likes to believe the latter. One of the book's biggest fans was Karl, who began to take notice of Hank Cave's life and other work. One night in 1964, after feeding on a drunken banker, Karl decided it was time to make the writer immortal.

He proposed the idea to Hank shortly after the writer had discovered the joys of marijuana, and found him more than agreeable. At first, Hank Cave really enjoyed his new form and got a wonderful kick out of drinking blood. He would feed and then spend the rest of the night writing poetry in some exotic location, like the top of the Sears tower or while looking through a telescope at the Adler Planetarium. However, soon he grew tired of hunting people and animals in order to drink their blood. He longed to be able to look at the sun again. Needless to say, his writing became even darker and even more successful.

Then came Lodin's attempt in 1968 to wipe out the Anarchs. Even though Hank Cave had done nothing political since his Embrace, he was a target because he had been made without the Prince's approval. Only his recent friendship with the Black Panthers saved him from this fate, and he spent more than a year hiding out at their headquarters. Despite the destruction of the Panthers by the police, he has continued to live in the basement of this old building. Though it has been condemned repeatedly, he has always managed to have it saved.

He has opened a new coffee house here (without the permission or knowledge of the civic authorities) which he calls the "Blue Moon" and it has become a center for the underground intellectual scene. Many of the Anarchs meet here as well, especially those with more an intellectual bent. Critias himself has been known to frequent the establishment.

Lodin's massacre of Hank's few friends among the Kindred galvanized him into action. Ever since that time, he has worked slowly and methodically to destroy Lodin's power in the city, all the while trying to appear as a lethargic and uninterested



observer. He was one of Maldavis' main supporters and, while he is not an obvious leader of the Anarchs, they listen when he speaks.

Sire: Karl

Nature: Plotter

Demeanor: Loner

Generation: 10th

Embrace: 1964 (Born 1934)

Apparent Age: Late 30s

Physical: Strength 2, Dexterity 4, Stamina 3

Social: Charisma 5, Manipulation 4, Appearance 3

Mental: Perception 3, Intelligence 5, Wits 2

Talents: Leadership 2, Streetwise 4, Acting 2, Empathy 4

Skills: Music 3, Painting 4, Writing 5

Knowledge: Literature 5, Art History 4, Philosophy 4

Disciplines: Celerity 2, Potence 4, Presence 5

Background: Fame 2, Herd 1, Contacts 5, Resources 3
Retainers 1

Virtues: Conscience 4, Self-Control 2, Courage 3

Humanity: 8

Willpower: 7

Blood Pool/Max per Turn: 13/2

Image: Tall and skinny, with black hair and a trimmed goatee. Often dresses in black turtleneck and tight black pants. Occasionally goes so far as to wear a beret.

Roleplaying Hints: You're always hip. Snap your fingers a lot and make wide sweeping gestures to emphasize your points. You are almost always found with a cigarette; wave it about the air while you speak excitedly about whatever enters your head (after all, you are

a genius, so whatever enters your head must be important enough to talk about).

Haven: The old Black Panther Headquarters, which he has converted to a coffee house and forces his retainer to run on her own. It is located at 2350 W. Madison.

Secrets C

Influence: Hank actually does have some influence, but only among the underground intellectual world — as much of it as still exists in Chicago. He has contacts everywhere, and seems to know anyone who is anyone among the “underground,” as the new beat movement has become to be known. It these individuals who make up Hank’s herd. It changes size regularly, but it is always made up of young would-be writers and poets who come to him for advice.

Theodore Dooley (“Daddy D”)

Theodore Dooley had always enjoyed living off soft touches, and for years he made the rounds of Chicago’s rich white liberals, most of whom were feeling guilty for not being more active in the civil rights movement. They were more than willing to give money to this “charming young Negro,” who claimed to be friends with Dick Gregory and Martin Luther King and who claimed to represent various civil rights organizations. Some the money actually did reach some legitimate organizations, but most went to pay Dooley’s rent and liquor bills.

All that changed after the Black Panthers were formed in the 60s. Radicalized by their call to active revolt, Dooley became one of their best fund-raisers. His knowledge of the weaknesses of the wealthier liberals in the city was invaluable.



If they did not give them donations voluntarily, he resorted to blackmail.

One of the liberals Dooley had always found to be a particularly easy touch was Hank Cave, whose lack of involvement in anything at all made him especially vulnerable to guilt pressures.

However, while visiting him one night in 1967, Dooley felt that the writer had changed even more than he himself had. The two, both the subjects of recent transformations, spent the entire night talking and slowly they each became aware of the other’s most deeply guarded secret. Dooley was more than a little impressed with the new Cave, and Cave was infatuated with the revolution the Panthers were planning. During the next year, Hank Cave became more than willing to help the Panthers in whatever way he could and Dooley became skilled at finding victims (always drunk or stoned) for the Vampire.

Then came the 1968 Democratic convention and the police massacre of protesters outside the convention center. While Dooley was fighting in the streets, Hank Cave was running for his life from Lodin’s henchmen. The two met up at the Panthers’ headquarters, where each told the other his troubles. Quickly they arrived at a solution — Dooley would protect Cave in the heavily guarded Panther headquarters, and Hank Cave would turn him into a Vampire so he could wreak his revenge for what the police had done to his friends.

Hank Cave found the headquarters to be an excellent place to hide. Dooley, on the other hand, ran into the Ventruue Ballard and one of his lieutenants, Balthazar, shortly after leaving the building. Only chance saved him from instant death as a large group of protesters, being chased by police, ran down the street just as Balthazar was aiming a stake at his heart. Dooley managed to escape back to the headquarters and ever since has been reticent about a direct physical confrontation with the Prince or his men. Still, he has remained a factor among the city’s Anarchs, and is one of the few kindred around who still supports Mal Davis.

Sire: Hank Cave

Nature: Survivor

Demeanor: Conniver

Generation: 11th

Embrace: 1968 (Born 1938)

Apparent Age: Mid 20s

Physical: Strength 4, Dexterity 5, Stamina 3

Social: Charisma 5, Manipulation 4, Appearance 4

Mental: Perception 4, Intelligence 3, Wits 4

Talents: Acting 3, Alertness 1, Athletics 2, Brawl 2, Dodge 4, Streetwise 4, Intimidation 3

Skills: Drive 2, Etiquette 3, Firearms 2, Melee 1, Stealth 2

Knowledge: Investigation 3, Law 3, Politics 2, Chicago 3

Disciplines: Celerity 3, Potence 3, Presence 4

Background: Allies 2, Contacts 2

Virtues: Conscience 3, Self-Control 3, Courage 3

Humanity: 6

Willpower: 7

Blood Pool/Max per Turn: 12/1

Image: Six feet tall, 180 pounds. Muscular and very handsome.

Roleplaying Hints: You look at most people with utter contempt. When you do deign to talk to them, let them feel the disdain ooze from your voice.

Haven: Small house in Libertyville.

Secrets: C

Influence: Some of Dooley's friends from his days as a radical have "bought into the system" and have positions of power in the city — many were advisors to Mayor Harold Washington and are still imbedded in the city bureaucracy. They are his allies and contacts, and though they do not give him much real influence over the political scene they do keep him in touch with what is really going on. In times of need he can call upon them to bail him out of certain kinds of trouble, but he can't really use them to manipulate civic affairs.



Anita Wainwright

Anita Wainwright has been fighting the powers that be since she was a student at the University of Illinois in the late 1950s. She took several freedom rides to Alabama while still a college student, joined up with the Diggers in New York City, working in their free store, and later returned to Chicago where she wrote for an underground newspaper called the *Chicago Seed* and helped run yet another free store. To her parents' horror, she also became intimate with a Black Panther named Theodore Dooley.

Anita was among the Chicago organizers who helped plan the massive demonstrations scheduled for the Democratic convention. She was also one of the first to be beaten by the police when they attacked the protesters. After recovering from her injuries several weeks later, she went looking for Dooley. She found him in the basement of the building housing the Black Panther's headquarters, feeding on a cop. At first she was horrified at what he had become, but then she felt she understood. Anita had also acquired a thirst for vengeance — the same thirst which led others of her generation to join the Weathermen or the Symbionese Liberation Army. Within a few days she had convinced Dooley to make her one of the Undead.

However, over the years Anita's involvement in human society has dimmed and her interest in changing the Kindred has increased. She has maintained her passion for change, though, and is one of the few Anarchs in Chicago to have developed more national connections. She has occasionally provided Anarchs from other cities with a safe place to stay in Chicago. One of Maldavis' supporters during the recent upheavals, Anita has begun to find the city too hot for her, and is

beginning to consider moving her operations elsewhere — Gary, perhaps.

Sire: Dooley

Nature: Cavalier

Demeanor: Rebel

Generation: 12th

Embrace: 1968 (Born 1941)

Apparent Age: Late 20s

Physical: Strength 3, Dexterity 4, Stamina 4

Social: Charisma 4, Manipulation 3, Appearance 3

Mental: Perception 5, Intelligence 4, Wits 4

Talents: Alertness 4, Brawl 2, Leadership 4, Streetwise 3

Skills: Animal Ken 1, Melee 1, Security 3, Stealth 2

Knowledge: Computers 2, Investigation 2, Medicine 2, Politics 3

Disciplines: Celerity 3, Potence 1, Presence 2

Virtues: Conscience 5, Self-Control 4, Courage 5

Humanity: 9

Willpower: 8

Blood Pool/Max per Turn: 11/1

Image: Medium-sized Caucasian female, 5ft 8in tall and 125 lbs. Auburn hair. Dresses casually.

Roleplaying Hints: You follow the old maxim, "Only speak when you have something to say." While generally quiet, when a matter strikes close to your heart you can speak for hours.

Haven: Abandoned store in South Chicago (used to be her Free Store).

Secrets: B

Influence: Anita controls very little in Chicago but has excellent contacts with the Anarchs of other cities. She

has even developed a link with the Sabbath of New York. If anyone in Chicago wishes to get in contact with the national network of Brujah and Anarchs, they will have to do it through her. If she feels that someone is deserving, she can provide them with a list of contacts in almost every major city in North America — a list that would be very valuable to certain personages in the Camarilla who like to see an end to the Anarch movement. She can even arrange for transportation to the west coast, which has become the Anarch capital of the world. However, she must trust and respect those who seek this information before she will divulge it.

Thomas Ewell (“Balthazar”, “Sheriff”)

Lt. Thomas S. Ewell was a Southern aristocrat caught in New York when the War Between the States broke out. He led a group of Confederate bandits who raided New England banks during the war, using the war as a pretext to gain fortune and to live the exciting life of a bandit. His men loved his dashing bravado and would follow him in anything, especially if there was money involved. He carried the fight as far north as New Hampshire before finally seeking sanctuary in Canada as the war drew to an end.

While Ewell was in Canada, his attempts to recruit soldiers for the Southern cause caught the attention of few Canadians, but did interest a recent arrival — the Vampire Alexis Blanc. Blanc had fled Paris following the failed 1848 rebellions. Hoping to escape both the Camarilla and the Euro-

pean aristocracy, then clamping down on rebels of all types, she had fled to Canada and settled in Ottawa as the “Prince” of the city.

She met the dashing young Confederate officer at a society ball and was fascinated both by his rebellious nature and his aristocratic charm. He saw in her what he thought to be a French heiress and an opportunity to regain his fortune. After the burning of Atlanta, Ewell found it impossible to recruit new soldiers for the failed cause — and even more difficult to obtain the money to keep up his lifestyle. Alexis saw her own defeat in Europe played out again by her dashing young soldier, and unable to bear his pain any longer, Embraced him just days after the war ended.

Unwilling to return to a defeated South, Mr. Ewell remained in Canada with his Sire. He took the name Balthazar and began a life of great debauchery, learning much from Alexis in the ways of the Damned. However, he quickly grew bored with the role of the Cavalier and tired of her demands on him. For a time he lived apart from her, and refused to respect her authority as Prince. One evening he created a Neonate without her permission: a young French Canadian by the name of Marc Levesque. When she found out, she flew into a great rage and in retaliation took the young Vampire and Blood Bound him to her. Alexis and Marc grew very close.

In the late 1870s, when word of the upheaval in Chicago reached Canada, the three of them journeyed to the Windy City in the hope of establishing a Brujah state. The moment they arrived they became Allies of Modius, the Prince of Gary, who was leading the socialist movement in all-out war against the corrupt political system, and simultaneously attacking the power of the Prince of Chicago. The aid of Alexis, Balthazar and Marc was enough to tip the balance. For a time it was a very exciting life, and Balthazar was happy to be at war again. However, this war was far less enjoyable than the last. The trade unionists were too serious and boring, and didn't know how to live the good life. Even worse, he was poor.

The Ventrue Hinds was the first to learn of this dissatisfaction after encountering Balthazar at a play. Hinds arranged a meeting between the Brujah and the Ventrue leadership. So, late one night, Balthazar and Ballard, the senior member of Lodin's brood, met to discuss the future. Balthazar offered to betray Modius and his new ally Alexis in return for being given an extremely handsome monthly stipend and the freedom to take anyone he pleased as his Vessels. Ballard quickly agreed, and that very night Balthazar led a group of Ventrue to one of Modius' Havens. It was he who drove the stake into Alexis' heart and put the building to the torch with her still inside. However he had enough mercy left in his heart to let his Neonate go — a decision he has since regretted. The loss of such a powerful ally was such a serious injury to Modius that Lodin was given enough breathing room to recoup his forces. It was not long thereafter that the socialists suffered their first significant defeats.



Balthazar began to live the life of a king, and was well received by Lodin and the other Elders of Chicago. In an effort to overcome and forget his treachery, he began to assist Ballard in his suppression of the Anarchs. By engaging in treachery against his kind again and again, he hoped to diminish the importance of his original treachery and the destruction of his Sire. In time he became Lodin's primary enforcer, entrusted with the suppression and control of the Anarchs. It is a duty he has performed well over the years.

He is now known as "the Sheriff" among the Anarchs of the City. It began as an insulting nickname, but now he insists upon it. He is a traitor to his own kind, a lackey to the Venture, and the other Brujah almost universally hate him for it.

Sire: Blanc

Nature: Fanatic

Demeanor: Bravo

Generation: 8th

Embrace: 1865 (Born 1827)

Apparent Age: Late 30s

Physical: Strength 3, Dexterity 2, Stamina 3

Social: Charisma 2, Manipulation 3, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Acting 2, Alertness 2, Brawl 4, Dodge 3, Intimidation 3, Streetwise 3, Subterfuge 3

Skills: Drive 2, Etiquette 1, Firearms 2, Melee 1, Stealth 2, Survival 1

Knowledge: Bureaucracy 2, Law 2, Occult 3, Politics 1

Disciplines: Auspex 1, Celerity 2, Dominate 5, Fortitude 3, Potence 3

Backgrounds: Herd 1, Resources 2, Status 2, Mentor 3, Retainers 4.

Virtues: Conscience 2, Self-Control 2, Courage 3,

Humanity: 4

Willpower: 5

Blood Pool/Max per Turn: 20/4

Image: When he is not scowling he is good looking, and when he decides to dress up he doesn't seem like such an oaf. However, Sheriff delights in taking the insults which the other Brujah throw at him and living them out. Thus in recent years he has begun to wear a stetson and western boots, and taken to chewing tobacco. When he is not busy trying to impress his peers, however, he can be found in the Rack, very well dressed.

Haven: He has a number of different Havens, all of them extremely well hidden. While he sleeps, he is always guarded by at least one of his retainers.

Roleplaying Hints: Be pushy and take up as much of the other characters' physical space as possible. Let your arrogance and malevolence show in your voice. Normally speak with a slow southern drawl, but drop it whenever you get angry. Above all, try to gain the

respect of those you bully. You especially want to Brujah to know and fear your name.

Secrets: B

Influence: He has no influence, other than that given to him by Ballard or that extorted from those he bullies. His retainers are four ex-cops (all of them were kicked off the force and are every bit as ruthless as he is) who are well-trained in dealing with Kindred and will do nearly anything he says. They are very well conditioned.

Marc Levesque ("Frenchie")

Marc Levesque comes from a long line of French Canadians who have sought independence for Quebec. The movement was not as well-organized in the late 1860s as it has been in the late 20th century, but it still had its adherents. Levesque began his anti-British activism by defacing a bust of Queen Victoria with a mustache at the age of twelve. From there he graduated to assaults on English citizens and finally to bombings of their homes and businesses. His revolutionary fervor attracted Balthazar's friendship, and while still working for the Confederacy, he convinced Levesque to help him on occasion. After the Civil War ended and Balthazar became a Vampire, they remained friends.

One planned bombing of a post office in 1870 backfired when Levesque's companion slipped as he prepared to throw a lit dynamite bundle inside. Only Levesque's mad dash behind a nearby carriage him from sharing his friend's gruesome fate. Still, Levesque was badly injured in the blast and only barely managed to crawl back to his hideout. He was there that night when Balthazar came to see what had happened to his friend.

Balthazar told Levesque about his life among the Vampires, and offered the revolutionary his healing blood and the life of a Kindred. Levesque wasted no time in accepting. However, soon after the Embrace he was taken by Balthazar's Sire, a beautiful French Vampiress, who gave her blood to him three times. He fell deeply in love with her and they formed a friendship even closer than the one between him and his Sire.

For the next several years Levesque used his Vampiric abilities to terrorize English-speaking Canadians, but when Alexis and Balthazar moved to Chicago he went along with them. He assisted in the great socialist and Anarch revolution and was just beginning to find a place in this new city when his Sire became a turncoat. One instant he was lying beside his true love and the next she had a stake in her heart. Then the Haven went up in flames.

To this day, Levesque hates Balthazar for what he did, and would do nearly anything to harm him. However, he fears his Sire and has not yet had the courage to do anything. Though he now understands the process of the Blood Bonding, he refuses to believe that his love for Alexis was anything but pure

and spiritual. He has the tragic hope that she is in Torpor beneath the Haven, having somehow slipped into Earth Meld before the flames extinguished her.

Sire: Balthazar

Nature: Martyr

Demeanor: Fanatic

Generation: 9th

Embrace: 1870 (Born 1850)

Apparent Age: Early 20s

Physical: Strength 4, Dexterity 4, Stamina 3

Social: Charisma 4, Manipulation 3, Appearance 3

Mental: Perception 2, Intelligence 3, Wits 3

Talents: Alertness 3, Athletics 2, Brawl 3, Dodge 4, Streetwise 1

Skills: Drive 1, Firearms 3, Security 2, Stealth 2

Knowledge: Investigation 2, Linguistics 2, Politics 2, Explosives 2

Disciplines: Celerity 4, Potence 4, Presence 2, Protean 1

Background: Resources 2, Retainers 3

Virtues: Conscience 2, Self-Control 4, Courage 4

Humanity: 6

Willpower: 8

Blood Pool/Max per Turn: 14/3

Image: Dashing young French-Canadian. Has several noticeable scars on his face.

Roleplaying Hints: You speak in an exaggerated French-Canadian accent to emphasize your pride in your heritage. Slip in terms like *coup de grace* (the death-blow), *nostalgie de la boue* (degradation: literally, yearning for the mud), *eminence grise* (the power behind the throne) and *menage a trois*. You positively hate

your nickname (Frenchie) and will become enraged if it is used in your presence.

Haven: In a house near Chicago Stadium, where the Blackhawks play.

Secrets: C

Influence: Levesque's retainers are fellow French Canadians who serve as drivers, bodyguards and informants.

Damien

Damien is a man trapped in the body of a fourteen-year-old boy. He has gained an enormous amount of confidence after living as a Vampire for over twenty years, but has never fully shed his child's outlook. He was Embraced in the late sixties by a Brujah of a very early Generation; he does not know who his Sire is, but may someday realize that it was Critias, one of the Primogen of the city.

For reasons of his own, Critias did not stick around to help the young boy through the trauma of the Change. He still has not been presented to the Prince, so Damien knows little about the society of Elders except what he has been taught by constant persecution. Sheriff seems to have it in for him and will go to any length to make his life miserable — he has no idea how powerful Damien really is, but knows that he is hard to kill.

Damien has been a street waif without a permanent Haven ever since his Embrace, but he has still not come to terms with his need for blood. He overcompensates for his shortcomings by presenting himself as an unquenchable, unconquerable force — his ego knows no bounds. Damien is almost Toreador-like in his quest for pleasure, though this pursuit cannot equal his rebelliousness. Underneath his bravado, however, Damien is a decent individual with a highly developed sense of honor. Over the past few years, he has made friends with one of the Elders of the city, a Malkavian named Johann, who has done much to educate Damien in the ways of the Kindred.

He has learned a great deal from Johann, who is possibly the only Kindred he truly trusts. Johann himself cannot say why he helps Damien — it is not because he is controlled — and it is very dangerous for him to do so. There is a strange attachment between these two; something that goes far deeper than the normal friendship between Kindred, something that even goes beyond the Blood Bond that so many share.

If there are to be any surprises in the Jyhad that now takes place between the Methuselahs, they may come from this diminutive Brujah. He holds many secrets that would be a surprise to all, most especially himself.

Sire: Critias

Nature: Rebel

Demeanor: Child

Generation: 6th

Embrace: 1962 (Born 1948)

Apparent Age: Young Teenager



Physical: Strength 2, Dexterity 4, Stamina 3
Social: Charisma 2, Manipulation 4, Appearance 4
Mental: Perception 3, Intelligence 3, Wits 5
Talents: Acting 3, Alertness 2, Athletics 4, Brawl 5, Dodge 4, Intimidation 2, Streetwise 5, Subterfuge 3
Skills: Firearms 4, Melee 1, Stealth 4, Survival 3, Stealth 3
Knowledge: Investigation 1, Law 1, Occult 3, Politics 1
Disciplines: Celerity 4, Dominate 2, Potence 3
Backgrounds: Contact 1, Status 3, Mentor 3
Virtues: Conscience 4, Self-Control 1, Courage 3,
Humanity: 6
Willpower: 9
Blood Pool/Max per Turn: 20/4

Image: Though he seems young, Damien's early Generation makes him extremely potent. His bearing is arrogant, and is a strong contrast to his "angelic" face. He has pitch-black hair and wide eyes that seem to absorb everything that goes on around him. His clothing is always of the latest fashion, and is invariably ostentatious and utterly without taste. He talks and acts big, but the core of undeveloped youth is still within him and can easily be noticed by anyone with Empathy.

Roleplaying Hints: Act much tougher than your appearance might suggest — you swing your weight around as much as possible. Don't take guff from anyone without giving some back. You always try to pick up the women you meet, and nobly ignore it when they reject you.

Haven: Damien currently lives with Johann (see his entry in the *Malkavian* section), but he also maintains an apartment downtown, where he can take his Vessels (invariably female) once he has picked them up. This is where he normally leaves Neon, the young Vampire he has adopted, for he has not yet told Johann of him.

Secrets: C

Influence: None, but he has retains a certain reputation and respect among some of the Kindred.

Travis Fett

Though he grew up in a harsh black neighborhood, Travis Fett never had much success being tough. Skinny and bookish, Travis quickly found that his best defense against being picked on was a quick wit and an ability to get everyone to pick on somebody else. His uncle, who had worked in vaudeville and then in Chicago's nightclubs as a musician, magician and anything else that would get him on stage, taught the boy dance and music, and soon incorporated Travis into his own acts. Before he was 13, Travis found himself a success in Chicago and around the Midwest.



However, this was not enough for Travis. He longed to be feared and respected, and did not see how making people laugh and clap could accomplish this.

He tried his hand at boxing, but got knocked out in his first Golden Gloves match. He tried to learn Karate, but broke his hand trying to break a brick. He tried to join the army when he turned 16 in 1980, but was rejected for having dropped out of school before the eighth grade. Heartbroken, he decided to end it all.

As he prepared to walk into Lake Michigan for the final time, he noticed that a tall black woman had walked up behind him. She greeted him and began to talk in detail about his life.

Amazed, Travis asked the woman who she was. She told him her name was Belial, and that she had had her eye on him for a long time. She led him away from the Great Lake and took him to her haven, where she transformed him into one of the Damned.

During the next few years, Travis revelled in his new life. He had more power than he knew what to do with, and he let it be known. He got back into the nightclub circuit, playing sax and singing, while at the same time plotting vengeance against everyone who had ever crossed him.

Then came Maldavis' rise to power. Travis' sire was an early ally of Maldavis, and she brought Travis into the Anarchs' revolt. Still cocky about his newfound powers, Travis believed that nothing could stand against him and his friends. This was before he actually began fighting Lodin's allies. Travis quickly learned that there are many Kindred much more powerful than he. This lesson became embedded in his mind when the Prince's followers launched their all-out attack on Maldavis' followers. Belial was one of the last to fall and Travis looked on in horror



from his hiding place as he saw one of the Prince's brood tear her drained body to shreds.

He fled the city and returned to the nightclub circuit. His dreams of invulnerability destroyed, Travis swore at first never to go back to Chicago. As the years passed, though, his fear began to turn to hate. Now he has returned, thirsting for vengeance. He seeks in particular the one among Lodin's brood who destroyed Belial — he does not know the Vampire's name, but only know that the Kindred is as black as himself and wears the clothing of a Blood gang-member.

Sire: Belial

Nature: Rebel

Demeanor: Jester

Generation: 13th

Embrace: 1980 (Born 1964)

Apparent Age: Teenager

Physical: Strength 2, Dexterity 5, Stamina 4

Social: Charisma 5, Manipulation 3, Appearance 3

Mental: Perception 4, Intelligence 2, Wits 4

Talents: Acting 4, Alertness 2, Athletics 3, Brawl 1, Dodge 2, Empathy 3

Skills: Drive 2, Comedy 4, Dance 5, Music 4, Stage Magic 2

Knowledge: Vaudeville 3

Disciplines: Celerity 1, Obfuscate 1, Potence 2, Presence 3

Virtues: Conscience 3, Self-Control 2, Courage 4

Background: Allies 1, Fame 2, Resources 2, Retainers 1

Humanity: 6

Willpower: 8

Blood Pool/Max per Turn: 10/1

Image: Looks like a young Malcolm X. Skinny and light-skinned. Wears glasses and has short hair.

Roleplaying Hints: If you can do it, crack jokes at almost everything. Otherwise, make light of everyone's concerns.

Haven: Under the Second City comedy club.

Secrets C-

Influence: His ally is his uncle, who is moderately influential in the entertainment world. His fame and resources come from his entertainment skills and his manager serves as his retainer.

Gengis

Gengis is one of the Anarchs' greatest supporters — he rebels impulsively and reflexively. He was created in the late 60s by a Brujah who was passing through on her way to the west coast and was attracted briefly by his sense of style; his Sire moved on soon after, and he has had to learn to make his own way in Vampire society. In the 70s he was one of the first punks, and he has never given up that style of appearance — it fits him too well.

Gengis hates the Elders, and is solidly pro-Anarch. There is nothing he likes better than a good fight, especially if blood is spilled. He has not yet recognized his own immortality, but is little concerned with his own safety. Though he would never admit it — even to himself — he is very much a conformist (to punk and Anarch values) and always wants to follow the group. If he thinks of someone as being “cool,” he will want to follow and emulate that person, and after a time, will seek guidance and advice from the person whom he considers to be the leader. If a character comes across as a powerful leader, Gengis will instantly and naturally fall into his or her orbit.

Though he appears as a punk when he goes about the world, Gengis has a well-kept condo where he likes to watch Chicago Bulls games and cook meals for a number of Yuppie friends he has somehow made over the years. They don't realize that he is a Vampire (what an absurd idea!), but they do know he's somewhat weird.

Sire: Ethrica

Nature: Conformist

Demeanor: Visionary

Generation: 12th

Embrace: 1972 (Born 1954)

Apparent Age: Late 20s

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 4, Intelligence 3, Wits 3

Talents: Alertness 2, Athletics 1, Brawl 2, Dodge 2, Intimidation 2, Streetwise 3, Subterfuge 2

Skills: Drive 2, Etiquette 1, Firearms 3, Security 2, Stealth 2, Survival 1

Knowledge: Investigation 1, Law 2, Occult 2
Disciplines: Auspex 4, Celerity 2, Potence 2, Presence 1
Backgrounds: Allies 2, Herd 2, Resources 2
Virtues: Conscience 3, Self-Control 3, Courage 3,
Humanity: 7
Willpower: 6
Blood Pool/Max per Turn: 20/4

Image: With a shaved head, a dagger tattoo just above his right ear, and a safety pin in his nose, it is readily apparent that this man is out in left field. In fact, he's so far out he's in the bleachers.

Roleplaying Tips: Slowly nod your head and narrow your eyes. Speak forcefully, but never directly, about the subject at hand.

Haven: Condo near the Gold Coast

Secrets: D-

Influence: His herd is a group of yuppies, but they have little political power. Like most Caitiffs, he has no influence on the mortal world.



Caitiff

*There was a message for him when he got home
His mother had rung to tell him he was dead
Lubricated Goat, Jason the Unpopular*

The Caitiff have little or no organization. Other than the fact that all of them are Anarchs and belong to one Anarch Coterie or another, they have very little to do with each other. They share no sense of common identity and tend to hold the entire clan concept in contempt. To them, this is the modern age and clans are no longer of any import.

Gordon Keaton

Gordon was yuppie before yuppie was cool. A successful young advertising executive in early 1970s, he lived in a fashionable 24th floor condo in Chicago's Gold Coast, owned a sporty German car and had all the electronic gadgets which make life truly worth living. His advertising campaigns were always successful, his parents were no longer around to bother him with their FDR-Liberal-Democrat crap, and the world was his oyster, ready to be shucked. It was just this lifestyle, along with an ad campaign parodying the Black Panthers, which earned him the enmity of Theodore Dooley.

Dooley's original plan was simply to drink Gordon dry. However, when the time came, he decided to take a cue from the Malkavians' book and see if he could drive Keaton mad while turning him into a Vampire. For a week, Dooley kept Gordon locked in a closet in the ad exec's own stylish pad, draining him of a little more blood each day. During this week, Dooley searched high and low for someone close to Gordon, so he could torture the executive with the Neonate's worst dilemma — the Hunger against the life of a loved one. But he could find no one — Gordon seemed to love only himself. Finally, in despair, Dooley kidnapped a neighbor's seven-year-old boy and tied him up in a chair. He then proceeded to transform Gordon into one of the Undead, and let the emaciated and starving Vampire out of the closet. Gordon, unable to summon the strength to fight Dooley, gladly sucked all the Vitae from the boy's body in the space of a few heartbeats, and then turned on his Sire.

However, he was no match for the older Vampire. Dooley, disgusted at Gordon's willingness to drink the child's blood, threw him through the balcony doors and into Lake

Michigan below. Gordon survived the long fall, and managed to swim to a houseboat docked on the lake. He slew the family living there and spent several weeks recuperating on board.

Most of Gordon's life since his change has been spent trying to get revenge on Dooley. During the upheavals of the mid-80s he ambushed another black Vampire whom he thought was his Sire, and drank him dry. While he soon discovered his mistake in slaying the wrong Vampire, he also discovered the secret about drinking an older Cainite's Vitae. He was quick to discover that blood from Vampires of the same generation or younger did not have a similar effect.

Gordon is the oldest Caitiff in the city and has become a leader among this branch of the Anarchs. He himself is not as much interested in the goals of the Anarchs as in increasing his own personal power. While his preferred method of hunting is to kill his victims, he is careful to hide or destroy his victims' corpses to avoid Lodin's wrath. Dooley continues to watch him carefully, but currently thinks of Gordon more as an ally than an enemy. This attitude could well prove to be his downfall, for Gordon has neither forgotten nor forgiven.

Sire: Dooley
Nature: Fanatic
Demeanor: Bon Vivant
Generation: 10th
Embrace: 1972 (Born 1944)
Apparent Age: Late 20s
Physical: Strength 3, Dexterity 3, Stamina 3
Social: Charisma 4, Manipulation 4, Appearance 4
Mental: Perception 3, Intelligence 2, Wits 2
Talents: Acting 2, Alertness 2, Intimidation 4, Leadership 2, Subterfuge 3
Skills: Drive 3, Etiquette 4, Firearms 3



Knowledge: Bureaucracy 2, Finance 4, Investigation 2, Law 2, Politics 1
Disciplines: Auspex 1, Dominate 4, Thaumaturgy 1
Background: Contacts 2, Resources 2
Virtues: Conscience 0, Self-Control 0, Courage 1
Humanity: 0
Willpower: 8
Blood Pool/Max per Turn: 13/2
Image: Tall, dark and handsome. 6ft 1in tall, 185 pounds with deep tan and dark brown hair. No facial hair. Always exceedingly well dressed.
Roleplaying Hints: You do your best to make a good first impression, agreeing with people and speaking in your most flattering tones. If you are disturbed or threatened, you become much more testy, snapping at anyone and anything.
Haven: Madame's brothel. Also has a top-floor condo with tinted windows.
Secrets: B
Influence: Gordon relies on Madame for most of his material needs so he can concentrate on his own fanatical lust for power.

Priscilla Gibbs ("Madame Zharinsky")

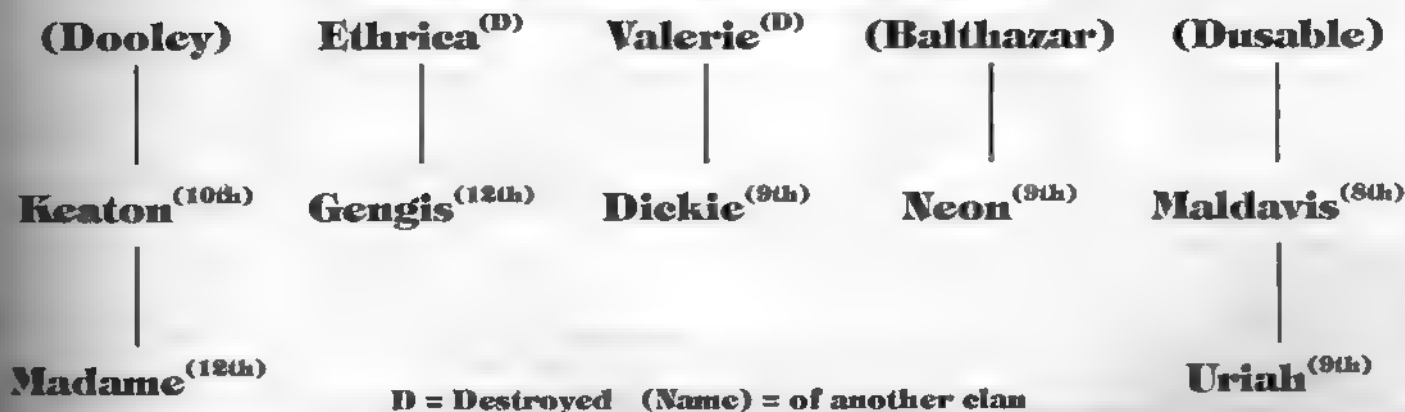
Priscilla Gibbs was extremely happy running her brothel for the businessmen of Chicago. She was happy, her clients were happy, and if one of the girls ever needed to be disciplined, Priscilla was more than happy to do it herself. Pain was what made her most happy, and she was very good at it.

One of her many happy clients had been Gordon Keaton, who, because he so often used Priscilla's employees in his business plans, had become a close friend. Indeed, Priscilla's swank Arlington Heights brothel was the young Caitiff's first Haven after he left his houseboat, and he became one of the most popular features of her renowned "Punish and Judy" parties — S&M affairs which catered to the elite of Chicago society.

Priscilla was fascinated by what the young ad exec had become, and gave him a safe place to stay in exchange for his aid in wiping out some of the competition. She had been a secret admirer of his for quite some time before the change, but his new form was even more enchanting. Soon the only price he had to pay to stay in the mansion was a taste of his immortal Blood, a taste which would send Priscilla swooning in ecstasy.

One night, at the end of an especially successful party, feeling particularly flush with alcohol and her own self-importance, she made her move. She stalked into Gordon's private retreat, where he was resting in preparation for the rising sun. Laying on top of him, she licked the blood still dripping from his lips and asked him to turn her into a Vampire. At first he

THE CATTIE



demurred, and told her to ask another night. Refusing to accept rejection, and still high from the party, she parted his shirt-front and bit him just above his right nipple, drawing some of his potent Vitae. Invigorated by the taste, she tore open her nightgown and insisted he do the same to her. Hoping this would quiet her demands, he gently pierced her bosom and began to drink.

However, the alcohol and drug-rich Vitae he took from her, added to that he had feasted on during the party, soon proved too much for him. Within seconds all he cared about was her hot, sweet blood. He was barely aware that she had sunk her own teeth into the back of his neck. Within moments Gordon had torn all the intoxicating blood from her body. Then he felt his own Blood being drawn from him. He tore her from his body and threw her across the room before he fully comprehended what had happened. Angered by her trickery, but unwilling to lose his Haven, he fed her some more of his immortal Blood before retiring for the day.

The next night, when Priscilla asked if she were now a Vampire, an evil grin crossed Gordon's face. He told his Childe that she must drink his Blood twice more before she could truly walk among the Undead. With no reason to doubt his word, Madame soon found herself Blood Bound to Gordon, and under the control of a man more cruel than she ever was.

Madame still runs her escort service and brothel, which serves as the primary feeding ground for her Sire and herself, but has slowly become more and more detached from it. Gordon keeps his control of her as subtle as possible, but she is still aware of it, and after feeding on the blood of drunken mortals, he takes great delight in forcing her into acts of greater and greater degradation. She has taken to heroin addicts to keep the pain of her lost freewill to a minimum, but she is rapidly becoming suicidal. It is now only Gordon's domination which keeps her alive.

Sire: Keaton

Nature: Director

Demeanor: Bon Vivant

Generation: 12th

Embrace: 1973 (Born 1932)

Apparent Age: Early 40s

Physical: Strength 3, Dexterity 3, Stamina 2

Social: Charisma 4, Manipulation 4, Appearance 5

Mental: Perception 2, Intelligence 2, Wits 2

Talents: Acting 2, Athletics 2, Empathy 4, Intimidation 3, Leadership 1, Streetwise 2

Skills: Animal Ken 1, Drive 2, Etiquette 4, Firearms 1, Music 1



Knowledge: Bureaucracy 3, Computer 1, Finance 3, Law 2, Medicine 2, Chicago 1

Disciplines: Dominate 3, Presence 1

Background: Contacts 3, Influence 3, Resources 4, Retainers 5

Virtues: Conscience 1, Self-Control 3, Courage 2

Humanity: 4

Willpower: 5

Blood Pool/Max per Turn: 11/1

Image: A beautiful raven-haired woman, a little past her prime but with violet eyes to die for. Buxom and still in good shape from regular exercise.

Roleplaying Hints: You are used to being in charge and most of your statements come in the form of commands. Still, recent events have left you extremely frustrated and this tends to come out in your tone of voice.

Haven: Her Arlington Heights brothel.

Secrets: C-

Influence: Madame's contacts and influence come from the many politicians and local business leaders who have employed her girls. This includes a large number of Chicago's most powerful men. Madame wields power with the whip and the caress, through incriminating photos and promises of future favors. Her control over her clients grows with each visit they make to her pleasure den — they are intoxicated by what she can give them using her Vampiric powers, even though they do not understand how she does what she does. Her web of control is slowly extending, and she is now easily the most powerful of the Caitiffs — perhaps even the most powerful of the Anarchs. Therefore, in a future crisis her influence could be crucial, whether it be Methuselah vs. Methuselah, Elders vs. Anarchs, or even Lodin vs. Modius. If anyone could free her from her control by Keaton, she would probably come to realize what power she controlled and be appreciative of her "savior".

Richard Fulcher ("Dickie")

Richard Fulcher hated life in Carbondale, Illinois. He ran away from home several times before making his big break in 1975, when he was 13. He fled north to Chicago, and for the next two years lived the precarious existence of a teenage runaway.

The hippies, who had long provided a surrogate home for kids like Dickie, were dying out, leaving the young newcomers on their own. Into the vacuum left by their passing came the punk movement, which Dickie first discovered in 1977 with the help of Valerie, a young punk from England. Valerie, a slender 14-year-old Vampire, also introduced him to the pleasures of the Blood.

Soon the two were running through the night streets of Chicago, exulting in their powers and feeding on the "straights" who were the bane of their existence. Dickie was exquisitely happy with his new life and the Blood Bond he shared with Valerie. However, Valerie had plans beyond simply terrorizing straights. She had had to leave England in the early 1970s after an Anarch attempt to take over Birmingham failed miserably. Valerie had already begun some awkward attempts to organize the Anarchs of Chicago when Dickie, who had been assigned to keep an eye on the Tremere, found Carol Davis (now Maldavis — see below) lying outside a Chicago nightclub. He and Valerie nursed her back to health and taught her about the world into which she had been thrust. They were in turn amazed by the incredible powers Maldavis soon manifested. When Maldavis began to move against the Vampiric establishment, Valerie became one of her most devoted followers and, as always, Dickie followed Valerie.

Valerie paid the final price when Maldavis lost her bid for power, and that was one path which Dickie did not follow her in. He was trapped under the ruins of the Caitiff's headquarters; utterly helpless, he could physically feel his lover's agony as she was slowly burned by the sun, staked on the roof of the Sears Tower by Ballard and his men. He swore vengeance against Lodin and his Coterie at that moment and has devoted the rest of his existence to gaining the power necessary to fulfil his pledge. Due to Dickie's excellent Obfuscate, Lodin has only recently learned that the boy escaped the collapse of the building. Dickie is currently number two on Lodin's most wanted list, after Maldavis herself.

Sire: Valerie

Nature: Rebel

Demeanor: Survivor



Generation: 9th
Embrace: 1977 (Born 1962)
Apparent Age: Teenager
Physical: Strength 3, Dexterity 5, Stamina 4
Social: Charisma 1, Manipulation 2, Appearance 3
Mental: Perception 4, Intelligence 2, Wits 3
Talents: Acting 3, Alertness 4, Alertness 4, Athletics 2, Brawl 3, Dodge 4, Streetwise 5
Skills: Animal Ken 2, Drive 2, Firearms 1, Melee 2, Security 3, Stealth 3
Knowledge: Chicago 4
Disciplines: Animalism 2, Celerity 2, Obfuscate 4
Background: None. He is the consummate alleycat in every sense of the word.
Virtues: Conscience 2, Self-Control 2, Courage 4
Humanity 4
Willpower 8
Blood Pool/Max per Turn: 14/3
Notes: Dickie's animalism only applies to rats, which he kept and trained even as a mortal.
Image: A young punk, Dickie had a foot-tall Mohawk at the time of his embrace and still wears it proudly when he is in his real form. Occasionally he uses his Obfuscate to make himself look different.
Roleplaying Hints: You've been on the run so long you're more than slightly paranoid. Look around a lot and talk only when it suits your purposes.
Haven: Anywhere. He is one of the Anarchs who favors taking over a suburban home and terrorizing its inhabitants before killing them off.
Secrets C+
Influence: None



However, DuSable was having a hard time controlling his Frenzy at being discovered. The appearance of this young woman had triggered all his fears about being revealed and losing the status he had so carefully built up in the Tremere. At the same time he felt himself desire her in a way he had not desired anyone ever before. Upon leaving the nightclub, fear and passion become united and he lost control of his Beast. All at once, he swept her up and drank her blood faster than he had ever done before. Then, revolted at what he had done, he slit his wrist and let a drop of Vitae fall into his relative's mouth. Then he fled into the night, leaving behind only his guilt.

This might have been the end for Davis. Despite having received a drop of Blood, she was too weak to move and would have died under the searing rays of dawn. However, Dickie, who then suspected the Tremere of being behind all the maneuverings in Vampiric society, had been watching DuSable and took an interest in this woman who had been Embraced and left to die. After rescuing her and ascertaining her relationship to the old Tremere, he took the woman under his wing and showed her the ins and outs of living as one of the Damned. As a Caitiff he was unable to teach her those skills unique to the Tremere, and Maldavis (as she took to calling herself) is the only Caitiff anyone knows of who was not created by a Brujah or another Caitiff. However she never told anyone who her Sire is, and has preserved his secret out of some sense of family loyalty.

After a year of living among the Kindred, Maldavis found she had gained some exceptional abilities; she attributes them to the fact that she was created by a Tremere and taught by a Caitiff.

Unknown to her, however, she was being groomed by several members of the Primogen to lead a war against Lodin. She had received Blood from both Annabelle Treabelle (see

Carol Davis ("Maldavis")

Carol Davis recognized Abraham DuSable (see Tremere, p. 114) in a jazz club one night in 1980. She knew without a doubt that the distinguished black gentleman sitting alone at a corner table was her great-uncle, whom she knew only from old family photographs. The family thought he had been killed by the Ku Klux Klan shortly after World War I — and he looked no older than he had in the photographs. Something was very strange about this, that much she could sense, so for much of the night she watched him.

After her friends left for the night, she went over to speak to the old man, who seemed lost in the music. He looked blank when she told him who she was, but reacted with horror when she told him who *he* was. He promised to explain everything to her if she would come with her; she was somewhat reluctant to do so, but eventually her curiosity got the better of her and she agreed.

Toreador, below) and Critias (see *Brujah*, above). With only a slight nudge by these Elders, Maldavis found herself increasingly detesting the way Chicago was run. She began to recruit among the Anarchs, and to her surprise she soon found herself with a powerful army of supporters. Hers was the right voice at the right moment in history — and with the right backing.

She also took the time to spread her power in mortal society. Lodin only became aware of her activities in the early 80s, and shortly thereafter there was all-out war in the city. At first Maldavis had the upper hand among both Kindred and kine. Her followers took control of the city's government, and the Anarchs began to wipe out many of Lodin's supporters among the Kindred. However, Lodin ran to the Primogen and swore to follow their orders faithfully and forever if they would stop supporting Maldavis. This time the vote was 4-3 in his favor; the Primogen had what they wanted and were ready to stop the storm of chaos. The tide shifted, and the united forces of the Elders quickly restored order. Soon Maldavis was out of power and most of her followers were dead.

However, despite repeated attempts on her life by Lodin, Maldavis is still alive and actively trying to start another round against the Prince, although she has been forced to take a secondary role to Hinds and Juggler. The fact that she is still alive has led Lodin and some other Kindred to believe the Primogen wants to keep her as a trump card if Lodin should ever get out of hand.

Note: Maldavis' extraordinary powers during the rebellion were in fact the results of aid from the Elders, either through use of their Blood to perform amazing physical feats and heal others, or through their invisible actions. While they have deserted her, she has still attracted the attention of other Elders, most notably the Inconnu Monitor (see *Others* below).

Sire: DuSable

Nature: Architect

Demeanor: Visionary

Generation: 8th

Embrace: 1980 (Born 1955)

Apparent Age: Late 20s

Physical: Strength 2, Dexterity 3, Stamina 4

Social: Charisma 3, Manipulation 4, Appearance 3

Mental: Perception 5, Intelligence 4, Wits 4

Talents: Alertness 3, Brawl 1, Dodge 2, Empathy 4, Leadership 5, Streetwise 1

Skills: Drive 1, Stealth 3, Investigation 4

Knowledge: Bureaucracy 5, Law 2, Politics 5, Chicago 5

Disciplines: Auspex 4, Dominate 2, Presence 3, Fortitude 2

Background: Allies 4, Contacts 4, Influence 3, Mentor 2, Status 2

Virtues: Conscience 5, Self-Control 4, Courage 5

Humanity: 10

Willpower: 10

Blood Pool/Max per Turn: 15/4

Image: A handsome woman, 5ft 11in, 120 pounds. Has a commanding gaze.

Roleplaying Hints: You are still torn by the desire to change Vampiric society and guilt over the damage your crusade has done to those who allied with you. Thus you still try to be decisive but become hesitant and full of self-doubt every time you try to take over. You know that you are through as a leader, that you are a has-been, and can be easily ignored and put down by others as a result.

Haven: Maldavis has numerous safe Havens around the metropolitan area and changes her resting place frequently. Basically, she sleeps anywhere you can think of.

Secrets B+

Influence: She doesn't have much any more, although she could possibly turn to some of her old supporters among the Primogen if she had something of value to trade, such as information. She still has numerous mortal allies in positions of importance, if not power.

Derrick Stack ("Uriah")

Derrick Stack's girlfriend, Carol Davis, disappeared one night from a Chicago jazz club. He had almost forgotten about her when she reappeared late one night in his apartment, three years later. Breathlessly she told him about her new life among the Kindred, the coming battle between the rulers and the rebels and of her leadership in the struggle. She then begged him for his aid. Captivated by the change in her, aroused by her increased vitality and sexuality and unable to resist her hypno-



tizing presence, Derrick gave in and surrendered himself to her Embrace. After a relatively short adjustment period he became one Maldavis' staunchest supporters among the Damned.

One of his primary duties was to watch Lodin and keep the Anarchs aware of his moves. One day, Derrick lost track of the Prince, and rushing to find him, stumbled into a well-prepared ambush by Lodin and his brood. At first Derrick prepared to fight to the death, but after the Prince's men had subdued him, he found himself looking into Lodin's inhumanly dark eyes. Soon he had told the Prince everything he knew about the Anarchs and his former lover. That night, Lodin and his allies destroyed the Anarchs' primary sanctuaries, including Maldavis' personal Haven, which had been known only to Derrick and her. Within days, the Anarchs had been crushed.

Lodin has maintained his Dominance over Derrick ever since.

Derrick, who recently took the name Uriah from Bahsheba's husband, generally has free will, except in certain areas, such as fighting the Prince or in telling people what he did. Maldavis and the other Anarchs do not know of his role in the Prince's victory, but she has refused to trust him since. His main mission for Lodin is to find out where she is so the Prince can kill her and put an end to this period of history once and for all.

Sire: Maldavis

Nature: Conniver

Demeanor: Gallant

Generation: 9th

Embrace: 1982 (Born 1960)

Apparent Age: Early 20s

Physical: Strength 4, Dexterity 3, Stamina 2

Social: Charisma 4, Manipulation 4, Appearance 4

Mental: Perception 3, Intelligence 2, Wits 2

Talents: Acting 2, Alertness 2, Dodge 2, Seduction 3

Skills: Drive 2, Firearms 3, Stealth 3

Knowledge: Investigation 2, Politics 2

Disciplines: Auspex 2, Dominate 1, Potency 1, Presence 1

Background: Contacts 1, Retainers 2

Virtues: Conscience 2, Self-Control 2, Courage 2

Humanity: 5

Willpower: 4

Blood Pool/Max per Turn: 14/3

Image: A tall black man, muscular and handsome with a trim mustache and glasses, with thin lines shaved into the side of his flat-top.

Roleplaying Hints: You have become more and more boastful the longer you are out of favor with the Anarchs. Try to impress and newcomers with the important role you played among the Anarchs before "Maldavis messed things up".

Haven: Near an inner city high school. Uriah has taken to feeding on children.

Secrets B-



Influence: None. He is nothing more than a tool of Lodin.

Jimmy Holcomb ("Neon")

As part of a normal, upper-middle-class white family, Jimmy was on his way home late at night when he was spied by Damien. The Catiff insinuated himself into Jimmy's family using his Dominate discipline to make everyone think he was Jimmy's older brother. But Damien eventually tired of living with the family and decided to leave. However, after he left, one of Sheriff's bully boys attacked the family, murdering all of them in a horrible bloodbath, and as a last stroke, Embraced poor little Jimmy. Damien learned about the "ritual killings" from the news and found the boy days later, living in a culvert and drinking the blood of squirrels. Ever since, he has protected Jimmy, now named Neon, and sought to hide him from the hated Elders.

Jimmy is severely scarred from his experienced and has been permanently traumatized. There is now a part of him which is always out of reach; he has taken what he thinks is the best part of himself, his child, and put it where no one can ever harm it. In the future, if he survives at all, he will have a great deal to work out inside himself. His life journey will not be easy, and it seems now as if it will be filled with nothing but pain and horror.

Mom (see *Malkavians*) has her eye on Neon, and wants to mother him.

Sire: Balthazar

Nature: Child

Demeanor: Rebel

Generation: 9th

Embrace: Just a couple of weeks ago
Apparent Age: kid
Physical: Strength 1, Dexterity 4, Stamina 1
Social: Charisma 2, Manipulation 1, Appearance 3
Mental: Perception 2, Intelligence 2, Wits 2
Talents: Alertness 1, Athletics 1, Brawl 1, Dodge 2
Streetwise 1
Skills: Etiquette 1, Stealth 2
Knowledge: Occult 1
Disciplines: Celerity 1
Backgrounds: Mentor 1
Virtues: Conscience 5, Self-Control 2, Courage 2

Humanity: 10
Willpower: 4
Blood Pool/Max per Turn: 10/ 1
Image: Neon has the body of a small boy — seven-years-old. He has uncombed brown hair and a face that seems perpetually laden with fear and surprise.
Roleplaying Tips: You are very quiet and will only talk to Damien, and even then only in a whisper. Give yourself very big and fearful eyes, and never ever relax.
Haven: With Damien.
Secrets: F
Influence: None

Gangrel

The Gangrel have become well-organized in Chicago, mostly because of the extreme respect they all hold for Inyanga, the eldest among them and a member of the Primogen. Though they do not meet very often as a group, for the most part they are on good terms with each other, and messages travel quickly among them. If word comes from Inyanga, they all listen, and in very short order the entire Gangrel clan can be mobilized.

The politics of this clan are mixed, but in general they seek to push the city away from the edge of Anarchy and towards order. However, they all generally have quite high Humanity, and are sometimes unable to tolerate the abuses of Lodin and his Coterie. If ever he gets too far out of control they will rise against him, no matter what the risk to themselves. Inyanga fell under Menele's control shortly after coming to the city and he may someday use her — and the whole Gangrel clan — in some sort of feint against Helena. In short, their own decency may well prove to be their downfall. Luckily, they are among those who would find it possible to escape to the Outlands — given enough warning.

Inyanga

Long before the Europeans ever discovered the Unvunyana River or had even set foot on any part of Southern Africa, Inyanga lived among the people who would later become the Zulu. Her name was a title of respect, and it brought fear into many a heart. Like all of the Inyanga who came before her, she spoke with spirits, foretold the future, used herbs to heal or kill and served as a buffer between her people and Emagudu, the Land of the Dead. She became known for her skill as a shaman, and over the years many came to her for advice and aid. Thus she was no longer young when a new kind of death began to stalk her people.

For the people of her tribe, Emagudu was no metaphysical afterlife but a real place, darker and more fearsome than any jungle. One dark night, Death came on the wings of a bat and the paws of a wolf. Emagudu came to her people, instead of they to it, and it began to devour them.

Within a month, ten had died, with their necks torn open and their bodies drained of all blood. Twelve of the tribe's strongest warriors, armed with spears and shields, entered Emagudu to do battle. Two returned. When they had recovered their powers of speech, they told a fearsome tale of a pale Esemkofu (Speechless One) who, accompanied by a horde of jackals, attacked the warriors when they had camped for the night and slew ten of them in a death-dance of fangs and claws. They said the only hope lay in flight — the tribe must find a new home. As her people prepared to leave their ancestral lands, Inyanga made preparations to confront that which had invaded her domain. She made ready to battle Death. Taking her mightiest herbs and totems, she entered Emagudu and sat down at the spot where the warriors' moldering bodies still lay.

Shortly after the moon reached its zenith in the summer sky, Inyanga got her first sight of the spirit of Death. He was not what she had expected an Esemkofu to be. Instead he appeared as a short, grayish male with a reddish tint to his skin and straight brown hair that hung down to his cheek, wearing only an embroidered loincloth and a sinister smile. He spoke to her in an alien tongue and walked toward her, laughing. When he came within three paces of where she sat, Inyanga threw a handful of crushed herbs into the air. The Esemkofu drew upright with horror when he saw before him not a middle-aged woman but a full-grown leopard poised to spring. Inyanga, in turn, was surprised by the speed with which he reacted to her attack, and the claws which appeared on his hands. Though her leap drove him to the ground, he managed to roll out from under her and regain his feet.

THE GANGREL

Inyanga^(6th)

Dietric^(D)

Tyrus^(7th)

Anthius^(8th)

Doyle^(7th)

Malcolm⁽¹³⁾

Ramrod^(8th)

Natalie^(D)

Rose^(8th)

Jackie^(9th)

D = Destroyed

Their battle went on without pause. Inyanga attacked with all the speed and strength of the mightiest natural hunter in Africa, and the Esemkofu responded with his own supernatural powers. Though the battle seemed at first to go in Inyanga's favor, the Esemkofu became ever stronger. Mauled beyond recognition, he still managed to hurl Inyanga against a tree, snapping her spine. She reverted to her human form, and prepared herself for death as he bit into her neck.

However, before final oblivion came, the Esemkofu slit his own wrist with his claws and forced Inyanga to drink the blood. As the fiery liquid began to burn through her system, she felt his words in her mind, as she had always felt the voices of the animal spirits.

The words which reached through the agony/ecstasy/life buffeting her body were a mixture of hatred and awe. *"What are you, witch? Not one of those damnable man-beasts, else I would have known it long ago. What ARE you!?"* Inyanga's injuries overcame her before she could answer, and she lapsed into unconsciousness.

During the next several days, Inyanga and the Esemkofu — who called himself Egyptian — fed on the warriors' decaying bodies as they recovered their strength. He told her of her new self, and showed her how to sleep within the bosom of the earth. In return, she told him the secrets of the Land of the Dead in which he had made his home. By the end of a week they had little left to say to each other.

Finally he left Inyanga in their clearing but returned just before dawn in a Frenzy, outraged that his "herd" — Inyanga's tribe — had left their pasture. But this time she was ready — not with herbs, but with a spear taken from one of the dead warriors. With all her strength she thrust it through the Egyptian's black heart; the force of his charge took him to the middle of the spear-shaft. Inyanga stayed above ground for as

long as she could, hiding under the shade of a tree, and only sank into sweet sleep when she began to see her Sire blacken and burn under the rising sun.

Over the next thousand years she traveled the length and breadth of Africa, at first feeding only on animals, but later, as the craving became too strong, stalking humans as well. As much as possible she tried to limit her feeding to those she considered evil — murderers and rogues, and all those who preyed on women. She also tried to police those of her own kind who slew wantonly and indiscriminately. In a battle in 1537 against a sixth-generation Portuguese Malkavian who fed solely on babies, Inyanga was horribly injured. Hunted by the



Malkavian's progeny, she went to sleep under the watchful eye of a faithful retainer on a slave-ship bound for the New World.

It took her more than two centuries of sleep to recover from her wounds. When she woke in Baltimore, the Hunger drove her into a Frenzy which destroyed the descendants of her loyal retainer, who had been keeping her while she slept. She regained control of her Beast as life slipped away from finally the last of them — a ninety-year-old grandmother. She fled the city, and slowly made her way across the United States. When she reached Chicago in 1852, it was still on the outskirts of civilization and was just beginning its climb into prominence. At that time it was a city far outside the influence of the Ancients of Europe, and was creating its own system of rulership. It has been her home ever since.

Inyanga was one of the first of the Primogen to arrive in Chicago. While it is no longer on the frontier, neither is any other place she would want to live. She has no desire to return to the tragic memories of Africa, but she still travels a great deal. At any time, she is as likely to be travelling across the Americas as she is to be in Chicago. She almost always travels by foot, sleeping in the ground at night. However, she has a remarkable knack for being in the city at important times and out of it during times of danger.

When in human form, as she usually is, Inyanga looks like a middle-aged woman with extremely dark and wrinkled skin. She wears her hair high on her head and generally wears loose dresses with a smattering of ancient, hand-crafted jewelry. She nearly always goes barefoot, even in winter. She has no Haven, preferring to sleep in the earth of Chicago's various parks.

Inyanga has lost most of her human softness during the past millennium. The necessity to feed on the dead of her own tribe, then on other Humans, and finally her waking Frenzy in Baltimore, have all set her further apart from mortals. However, she still considers herself a defender of mortals — much as she was in life — and characters who become too wild in their feedings may eventually have to answer to her. She is especially ruthless in her defense of women.

Since waking, Inyanga has found the Camarilla to be much more pervasive than it was at the time of her battle. Though she dislikes the whole premise of this European-based organization, she is one of the main supporters of the Masquerade in Chicago and will go to any lengths to enforce it. She does this more out of pity for the mortals than fear for her own existence.

Inyanga retains a number of unique abilities stemming from her days as tribal protector. Probably the most important to her is her leopard form. This is separate from her Protean discipline, and while in this form she can use all her other Disciplines and abilities. However, it takes an entire day of physical and mental preparation to make the transformation, and the required herbs are extremely rare. Other abilities from her

past include a heightened form of Auspex which includes precognition and an ability to communicate with the dead.

Sire: The Egyptian

Nature: Cavalier

Demeanor: Judge

Generation: 6th

Embrace: AD 483 (Born 440)

Apparent Age: Middle 40s

Physical: Strength 5, Dexterity 6, Stamina 7

Social: Charisma 3, Manipulation 4, Appearance 2

Mental: Perception 7, Intelligence 5, Wits 7

Talents: Alertness 7, Athletics 5, Brawl 4, Dodge 5, Intimidation 4, Leadership 2

Skills: Animal Ken 6, Melee 2, Stealth 5, Survival 5

Knowledge: Linguistics 5, Medicine 5, Occult 7, Herbs 6

Disciplines: Animalism 5, Fortitude 4, Protean 5, Auspex 5, Dominate 2

Background: Status 6

Virtues: Conscience 3, Self-Control 3, Courage 4

Humanity: 7

Willpower: 9

Blood Pool/Max per Turn: 30/6

Notes: Leopard Form - all physical attributes go to 7. Has Celerity of 3. Capable of using all Disciplines except Protean while in this form. Leopard claws act as Protean claws. Inyanga must take several hours to prepare for this change. She could teach anyone to do it as long as they had the right preparation, herbs and totems, but it would take years to learn.

Image: Middle-aged black woman. See above.

Roleplaying Hints: You speak with conviction and determination about almost anything. Look at people for a long time before speaking, and speak softly, slowly and deliberately.

Haven: Any park. She prefers Graceland.

Secrets: A-

Influence: She has no influence among the mortal political powers, nor does she desire any. However, she does maintain contact with a number of Gypsy families who use Chicago as their hub of operations (indeed, a number of families live in Chicago full time). She is also a friend of the high priest of the occult temple of Fanum, and in a time of need may be able to call upon him and his initiates for aid.

Doyle Fincher ("Sledgehammer Doyle")

Because of his job, Doyle had thousands of lovers during his life — and he murdered every one of them as painlessly as he could. In the slaughterhouses where he labored

in the 1880s, no one would associate with him, but he never cared. Each and every steer which came to him was his intimate friend, and Doyle took the greatest care to swing his sledgehammer with love and compassion, striking each one once square and true, killing it instantly. The moment of death brought living creatures together as nothing else could. This was not a job for him — he was a high priest officiating over a ritual of profound depth.

Inyanga first noticed Doyle one night when she overheard him whispering to the cattle which were to be slaughtered on the coming day. She was struck by his heartfelt sincerity as he told the steers of his love for them and his promise, made with all his heart and soul, to make their deaths painless and a matter for rejoicing, not fear. Over the next month, she watched him in awe as he expressed his love for each and every beast which came before him and then brought the hammer down on their heads with all his might. Here was truly a man who was worth saving, a mortal who still had an understanding of death and a compassion for the animal spirits.

One night she appeared before him and offered him death. Each night for the next seven days he met with the ancient Vampiress and followed her as she hunted. He saw the beauty in what she did. Finally, he took his sledgehammer to his own head, and once he was dead she sank her teeth into his neck with the greatest love and care, draining all of his blood. She slit open her nipple and poured just a drop of Vitæ into his mouth. Doyle woke and drank deeply.

The glory of death, without the need for the soulless hammer, was almost more than Doyle could bear. The passion he felt when he took his first victim — one of his beloved steers — was overwhelming. He knew that their souls joined in a moment of pure ecstasy. In this manner, he has enjoyed the century which passed. He still feeds primarily on animals from the stockyards, but will occasionally allow a human to experience the ultimate moment.

However, the moment must be joined with death, and Doyle never lets his new-found friends live. He mainly feeds on suicides he meets, but he claims human souls are too cluttered to truly enjoy the transformation.

Sire: Inyanga

Nature: Caregiver

Demeanor: Deviant

Generation: 7th

Embrace: 1889 (Born 1854)

Apparent Age: Late 30s

Physical: Strength 6, Dexterity 5, Stamina 5

Social: Charisma 2, Manipulation 1, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Alertness 1, Athletics 1, Empathy 4

Skills: Animal Ken 5, Melee 3, Stealth 2

Knowledge: Butchering 4, Medicine 3



Disciplines: Animalism 6, Auspex 2, Celerity 1, Fortitude 2, Obfuscate 1, Potency 1, Protean 4

Background: Mentor 4, Status 2

Virtues: Conscience 3, Self-Control 3, Courage 4

Humanity: 7

Willpower: 9

Blood Pool/Max per Turn: 20/5

Notes: Doyle's extra level of Animalism allows him to live both as an animal he has possessed and as himself. He generally uses this Discipline when he slays the animal.

Image: A naturally skinny man with a highly developed upper body. Sharp, thin face with brown hair. The left side of his head still looks badly malformed because of the sledgehammer blow with which he killed himself. He carries the blood-stained sledgehammer wherever he goes.

Roleplaying Hints: Look vague and distracted while interacting with player characters. Talk about love and beauty like a 1960s hippy, and then kill something. Sometimes you find it hard to speak as it is much easier for you to show people how you feel or what you think rather than to tell them directly. This "show and tell" at times becomes quite strange or even demented.

Haven: He sleeps in the ground at the abandoned stockyards.

Secrets: B+

Influence: Doyle controls what remains of the once-vast stockyards, still a precious supply of blood. Kindred too weak to hunt for themselves will come to him for the blood they need. Anarchs often come to him after being injured by one of Lodin's henchmen or even while still being hunted by them. Doyle always provides

them with what they need, but always for a price. The price is different for each person he aids, but it is always a requirement for future behavior. For example, the Kindred must promise not to feed upon mortals with blond hair, or pledge to feed the lions in the zoo each week for the next year, or swear to whisper certain compassionate words of death to each mortal they slay for the rest of their existence. Somehow he eventually finds out about those who break their promises, and he will track them down and whisper the words of death to them if he can. It is well known how seriously he takes these pledges.

During the strife in the mid-1980s, the stockyards served as a place for injured Vampires on both sides of the conflict to rest and recover. Neither side completely trusted him, but both found they needed him.

Rosa Hernandez ("Rose")

Like many young children, Rosa Hernandez wanted to help animals, and longed to become a veterinarian when she grew up. Her veterinary ambitions died after she found out what "putting to sleep" meant, but her longing to help animals never did. When she attended the University of Chicago in the early 70s, all her friends were involved in the peace movement. However, Rosa's *raison d'être* was the ethical treatment of animals, and she was one of the most prominent and active members of Chicago's budding animal rights movement.

She came to Doyle Fincher's attention when she set loose a small herd of bulls which were to be slaughtered, and wildly ran with them through the streets of the city. Feeling her love of animals to be the same as his, Fincher petitioned the

Prince for permission to Embrace her. By the time this permission was granted, Rosa had engaged in a number of raids on corporate laboratories carrying out experiments on animals. Late one night, drunk after a party, Rosa broke into the Lincoln Park Zoo and freed a number of animals, including several lions. Flushed with success and wine, Rosa was dancing in the park when Fincher approached her in wolf form. He offered her the chance to become one with animals. He meant she could do this through the act of killing, but she thought he meant by actually transforming into one.

She leapt at the chance and revelled in her new abilities.

However, she was disgusted by Doyle when he took her on her first hunt. Horrified, she has never spoken to him again, though they occasionally meet. Rose swore that she would stop his evil ways, and also that she would use her abilities for the benefit of animals. Both promises have become less important as the years pass by, and Rose has come to accept what she is. Still, she will not feed on animals and only feeds on humans — generally science students and their professors.

Sire: Doyle Fincher

Nature: Caregiver

Demeanor: Martyr

Generation: 8th

Embrace: 1974 (Born 1953)

Apparent Age: Early 20s

Physical: Strength 4, Dexterity 4, Stamina 4

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 4, Intelligence 4, Wits 3

Talents: Alertness 3, Brawl 3, Dodge 4

Skills: Animal Ken 4, Drive 2, Security 3, Stealth 4

Knowledge: Science 3

Disciplines: Animalism 4, Fortitude 2, Protean 4

Background: Allies 3, Herd 4

Virtues: Conscience 3, Self-Control 3, Courage 4

Humanity: 7

Willpower: 8

Blood Pool/Max per Turn: 15/4

Image: An attractive young Hispanic woman with dark hair and a slim figure. Generally dresses in jeans, T-shirts and sandals.

Roleplaying Hints: You are relaxed unless the subject of hurting animals comes up. Then you speak almost in a frenzy.

Haven: House near the University of Chicago

Secrets: C

Influence: Her allies and herd are mortals involved in the animal rights movement. Their trust in her is complete, and they will follow her lead in almost anything as long as they think it will save the lives of "innocent animals". She has never employed them in battle against other Kindred, but in time of need she could do so without a qualm. Most of her allies are well-intentioned.



Malcolm

For details of this character, see the *Vampire rulebook*, pp 35 & 52-54.

The Wolf Pack

These five bikers are not actually from Chicago, but make their home in the Quad-cities area of Southern Illinois. However they have become increasingly involved in Chicago's politics and have spent more and more time there in recent years. Though they are firmly allied with Lodin, they have immense respect and trust for Inyanga and listen carefully to her suggestions. See *Coteries* (p 149) for more information on their role in Chicago.

Tyrus

Tyrus was one of the first Vampires to be made in Britain's American colonies. Created in the wilderness of Maryland in 1635 because of his essentially wild nature, he has since roamed across the continent, making his home wherever he pleased. He fell in love with motorcycles and the freedom they represent shortly after they were invented, and recently began making more Gangrels in order to create his vision of the ideal biker gang. He is on the extreme edge of sanity, however (though he is still mostly sane), and is given to self-mutilation, using cigarettes, safety pins, or whatever else comes to hand. He rarely heals himself fully after an episode of self-mutilation, but retains the scars as a trophy, demonstrating his strength and courage.

Sire: Gareth

Nature: Director

Demeanor: Bravo

Generation: 7th

Embrace: 1635 (Born 1604)

Apparent Age: Middle 20s

Physical: Strength 6, Dexterity 5, Stamina 6

Social: Charisma 2, Manipulation 4, Appearance 3

Mental: Perception 4, Intelligence 3, Wits 4

Talents: Alertness 3, Athletics 3, Brawl 5, Dodge 5, Intimidation 6, Leadership 5, Streetwise 3

Skills: Drive 4, Repair 3, Security 2, Stealth 4, Survival 4

Knowledge: History 4, Linguistics 2

Disciplines: Animalism 3, Auspex 1, Celerity 2, Fortitude 4, Potence 1, Protean 5

Background: Contacts 1, Fame 1, Status 3

Virtues: Conscience 2, Self-Control 3, Courage 5

Humanity: 6

Willpower: 10

Blood Pool/Max per Turn: 20/5



Image: Big, burly and quite bald — he looks like a real terror, especially since he discovered the wonders of the punk movement. Always dresses in biker leathers and wears a horned helmet.

Roleplaying Hints: Threaten and bully. Use your Intimidation freely.

Haven: On the road.

Secrets: B+

Influence: Tyrus' contacts and fame are among the mortal biker gangs, who know him well. His status among the Kindred comes from his role as Archon.

Anthius ("Dread")

Anthius, a Greek immigrant to America shortly after the Civil War, became a trapper and made his home near present-day Seattle — at the edge of a forest inhabited by a Gangrel. Anthius could never understand why his animals were always so sickly, until one night his mule began making a fuss and Anthius arrived just in time to see a wolf run off into the woods.

There followed a war of wits and tenacity which lasted for almost a month, and was as hard-fought and obsessive as any in literature. Finally, his opponent decided that Anthius was worthy of the Embrace. Late one night he entered the Greek's cabin in his human form, and began to speak to him of the forest through the eyes of wolf. By the time dawn had arrived, Anthius was Changed.

He stayed in Washington until World War II, when he returned to Greece to help free his homeland from Nazi occupation. After the war he joined the Greek communists, who had been the most effective freedom fighters against the German

invaders, in their fight against British occupation forces. The Soviet Union's refusal to help the communists led to their eventual defeat, and Anthius returned to America. On his way back to Washington he met Tyrus, and the two have been companions ever since. Tyrus trusts and respects Anthius like no one else, and Anthius has developed a great fondness for the nomadic life and culture of bikers.

Sire: Keegan
Nature: Rebel
Demeanor: Survivor
Generation: 8th
Embrace: 1872 (Born 1845)
Apparent Age: 20s
Physical: Strength 4, Dexterity 5, Stamina 4
Social: Charisma 4, Manipulation 4, Appearance 4
Mental: Perception 4, Intelligence 5, Wits 4
Talents: Alertness 4, Athletics 2, Brawl 3, Dodge 4, Empathy 2
Skills: Animal Ken 2, Drive 4, Firearms 4, Melee 3, Repair 2, Stealth 4, Survival 3
Knowledge: Computer 2, Law 3, Linguistics 3, Occult 3, Politics 4, Science 3
Disciplines: Animalism 1, Auspex 2, Dominate 1, Fortitude 2, Obfuscate 4, Protean 3
Background: All he owns or wants is his bike.
Virtues: Conscience 3, Self-Control 3, Courage 5
Humanity: 8
Willpower: 10
Blood Pool/Max per Turn: 15/4
Image: A tall, slim Greek man of about 28, with long straggling hair and an untrimmed beard. Dresses in



leathers but wears no metal at all — no studs, no bullet belt, no metal whatsoever. Eschews a helmet for a pair of World War I aviator goggles.

Roleplaying Hints: You never talk to anyone outside the gang. When someone else addresses you directly you are more likely to just stare at them than you are to respond.

Haven: Spends most nights on the road but also keeps a Haven in a public library in Rock Island.

Secrets: B

Influence: Anthius has contacts with a huge number of Midwestern motorcycle gangs, and even has the leader of the Tri-state Hell's Angels under his Domination. In a time of need he could call upon hundreds of bikers, who would start to arrive in hours and could gather completely in a matter of days. This is an influence which even Tyrus doesn't have, and though Anthius has never used it, Illinois will never be the same if he does. While he has his disagreements with Tyrus, mainly over whether to help the Anarchs or the Elders, there is no one the Wolf Pack members respect more than him.

Randy Zelle ("Ramrod")

Randy Zelle was tearing up the racing in the circuit in the 1950s when an accident on his Harley left him torn up. The doctors gave him no chance of walking, let alone riding, ever again. Tyrus had been watching him for some time; unwilling to let this promising young biker lose the freedom of riding, Tyrus approached him in the hospital and offered him freedom from pain and suffering.

The next night, Randy, taking the name Ramrod, was riding the streets once more.

Sire: Tyrus
Nature: Bon Vivant
Demeanor: Jester
Generation: 8th
Embrace: 1954 (Born 1930)
Apparent Age: Late 20s
Physical: Strength 4, Dexterity 5, Stamina 4
Social: Charisma 4, Manipulation 3, Appearance 4
Mental: Perception 3, Intelligence 2, Wits 4
Talents: Alertness 2, Athletics 2, Brawl 4, Dodge 2, Intimidation 3
Skills: Drive 5, Leadership 1, Repair 2, Survival 1
Knowledge: Cinema 3
Disciplines: Animalism 1, Celerity 2, Fortitude 3, Protean 5
Background: Resources 2
Virtues: Conscience 1, Self-Control 1, Courage 4
Humanity: 3



Willpower: 8

Blood Pool/Max per Turn: 15/4

Image: Dashing handsome young man — jet black hair, pale skin and piercing green eyes.

Roleplaying Hints: Brag, brag and then brag some more.

Haven: None

Secrets: D

Influence: None

Jackie Goodman (“A-wipe”)

Jackie had been an ardent admirer of Randy “Ramrod” Zelley before the racing great’s accident. Then only 10, Jackie had sworn to become as good a racer as his hero. In the mid-60s Jackie was beginning to make a name for himself among the racers when he ran into his old hero, looking as healthy and young as Jackie himself. Without telling Ramrod what he suspected, Jackie conspired to become close to the older man and eventually discovered his secret. Threatening to reveal Ramrod’s true nature if this gift wasn’t shared, Jackie convinced the gang to let him in. Now he and Ramrod constantly compete in showing off their daring and trick-riding skills.

Sire: Ramrod

Nature: Cavalier

Demeanor: Bon Vivant

Generation: 9th

Embrace: 1965 (Born 1944)

Apparent Age: early 20s

Physical: Strength 3, Dexterity 5, Stamina 3

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 4, Intelligence 4, Wits 3

Talents: Alertness 2, Athletics 2, Brawl 2, Dodge 2

Skills: Drive 5, Firearms 2, Melee 3, Repair 3

Knowledge: Chicago 1

Disciplines: Animalism 2, Celerity 1, Fortitude 2, Protean 3

Background: Fame 1, Resources 1

Virtues: Conscience 3, Self-Control 2, Courage 4

Humanity: 8

Willpower: 8

Blood Pool/Max per Turn: 14/3

Image: Six-foot-tall, blond and blue-eyed. Baby-faced and just a bit pudgy.

Roleplaying Hints: Pay no attention to anyone unless they show an interest in bikes. Then become excited and animated.

Haven: On the road.

Secrets: D+

Influence: His fame is only among fans of motorcycle racing whose memories go back to the 60s.

Charles Waterstone (“Sledge”)

In the 1930s, Tyrus met a young bike mechanic whose skills with a tool kit amazed him. What further amazed him was the fact that the young man had rejected a substantial family fortune in order to join the then-inconsequential motorcycle racing circuit. The two became close companions and have travelled together ever since.

Sledge is a Ghoul, not one of the Kindred. However, he has fed on Tyrus’ blood for so long that without the benefits of Auspex, any Vampire would think he is one of them. His



nickname comes from his habit of taking a hammer to any bike that fails to respond to more gentle treatment.

Physical: Strength 5, Dexterity 3, Stamina 5

Social: Charisma 1, Manipulation 1, Appearance 3

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Athletics 1, Brawl 4, Dodge 3

Skills: Drive 4, Melee 4

Knowledge: Bikes 4, Medicine 3, Repair 5

Disciplines: Celerity 2, Fortitude 2, Potency 2

Virtues: Conscience 3, Self-Control 5, Courage 5

Humanity: 9

Willpower: 9

Blood Pool/Max per Turn: 10/1

Notes: While not a Vampire, Sledge can use Disciplines and spend blood points just like one of the Kindred.

Image: Big and dirty biker. Wears overalls, T-shirts and a battered helmet. Generally clean-shaven but filthy.

Roleplaying Hints: Speak mostly in grunts and grimaces unless you're talking about bikes, then become erudite and scholarly.

Haven: You live on the road

Secrets: F

Influence: None



Malkavian

The Malkavians of Chicago are the most enigmatic of the clans, just as they are almost everywhere. No one claims to understand them, and almost everyone fears them — their behavior is so unpredictable that they seem capable of betraying the Masquerade without a thought.

The Chicago members of this clan seem, if anything, even more insane and extreme than usual — with the exception of Johann, who is quite the opposite. They live in their own strange little world and, for the most part, have little to do with the other Kindred. They do not even have much to do with members of the clan outside of Chicago. There are periodic visits by Clan Elders to Chicago and they sometimes attempt to organize the Chicago Malkavians into a cohesive group, but it seems an impossible task.

Maureen O'Leary

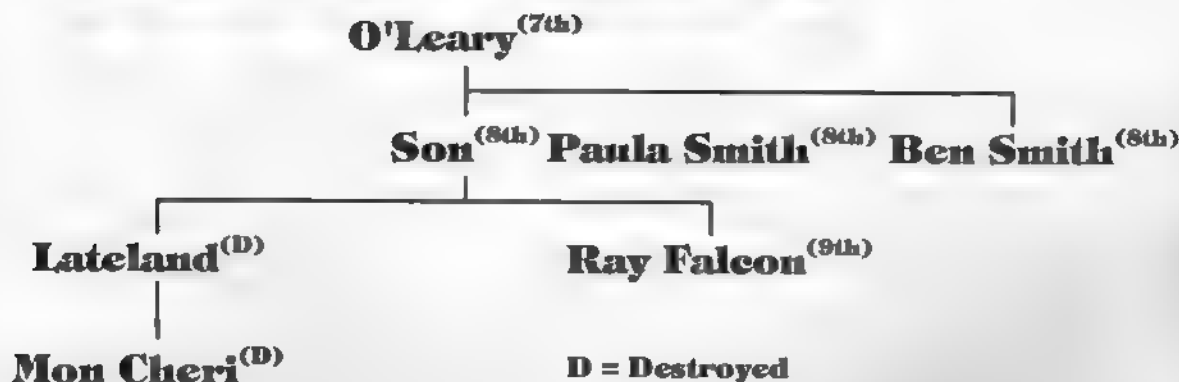
Everything about Boston in the early 1800s terrified Maureen as she grew up in the shadows of its colonial monuments. The looming buildings would peer down on her as she walked, the streets would talk about her as she passed and the

strangers, oh the strangers, were all vile devils seeking to rip her soul from her body. Even her rich family despised her and shut her away in terrifying mental institutions created for the sole purpose of tormenting her. Only death offered her a way out, and she first tried to kill herself when she was 27.

Thirteen years and fifteen attempts later, she finally believed she had succeeded. It had required a leap from the steeple of the old North Church, and as she collided with the earth she could feel the cursed life fleeing her crippled shell. She actually sensed Death approaching, and in those moments she thought more clearly than she ever had before. There was a sharp pain in her neck, and then blessed peace. Oblivion welcomed her.

Suddenly she awoke to pain, searing pain. As she screamed she heard a cruel laugh fading into the darkness. She was found moments later by the rector, who summoned help. A carriage rushed Maureen to a hospital where the doctors were amazed to find her still alive, and were mystified by their inability to find a heart beat. Slowly she felt the thirst growing in her.

THE MALKAVIANS



When a nurse bent over to check her pulse, Maureen sunk her teeth into the matron's neck and drank. Within seconds, she felt her body growing stronger and the paralysis leaving her legs. She got out of bed and ran off into the night.

Maureen is still crippled in her natural state, and needs to expend three additional Blood Points every day just to heal herself so she can walk. Needless to say, she is constantly hunting. This, and a feud with Lasker (her Sire) forced her to leave her Boston home. She is the oldest Malkavian alive in Chicago, and recently began seeing herself as the matriarch of an extended family. She is still suicidal, however, and, with the aid of several other Malkavians who all died in the flames, she set a fire in 1871 which she hoped would kill her.

Ironically, her Haven, the infamous O'Leary's house, was one of the few buildings in Chicago left standing. While few mortals were killed, the fire wiped out most of the Vampiric power structure and gave Lodin his chance to seize power from Maxwell. He often jokes about how much he owes Maureen and always treats her with exaggerated respect when she is in his presence, even calling her "my queen". She avoids contact with the Prince at all costs and is very unnerved by his treatment of her, but he insists upon her attending him at least once a year — he will usually send members of his brood to pick her up on the anniversary of the fire for a "celebration" at the Art Institute.

Maureen is no longer afraid of anything mortal, but her paranoia has been redoubled when the Kindred are involved. She sees the Jyhad in everything, and is therefore highly unlikely to take sides in any Kindred conflict. She also tries to limit the involvement of her brood and other Malkavians in the intrigue of the city. If she had the nerve she would leave and find a new Haven elsewhere, but she has neither the initiative nor the organizational skills to do anything of the sort. For now, she is able to find the food she requires in the Windy City, and is content enough to remain.

Sire: Lasker
Nature: Loner
Demeanor: Caregiver
Generation: 7th
Embrace: 1842 (born: 1802)
Apparent Age: 60s
Physical: Strength 4, Dexterity 4, Stamina 4
Social: Charisma 5, Manipulation 5, Appearance 2
Mental: Perception 4, Intelligence 3, Wits 4
Talents: Acting 4, Brawl 4, Empathy 1, Leadership 2, Subterfuge 4
Skills: Etiquette 4, Music 2



Knowledge: Investigation 3

Disciplines: Auspex 5, Dominate 3, Obfuscate 3,
Presence 2

Background: Herd 3, Status 2

Virtues: Conscience 0, Self-Control 2, Courage 1

Humanity: 2

Willpower: 8

Blood Pool/Max per Turn: 20/5

Image: A sweet little old lady. Often, a sweet little old lady in a wheelchair. Looks 20 years older than she was when she was Embraced.

Roleplaying hints: You're nuts. Speak in vague generalities about plots and conspiracies, mixing fact with fantasy. When you are depressed (which is fairly often) act completely lethargic, having barely the energy to respond to questions, keep your head up straight or your eyes open.

Haven: The Rehabilitation Institute

Secrets: A

Influence: Her herd is made up of mental patients who have been locked away to be "healed" of their drug use. Her control over the health care community is pervasive, which is perhaps one of the reasons it is so troubled in this part of the state.

Jason Newberry ("Son")

Jason Newberry got his start as a child, pulling the wings off butterflies and burning ants with a magnifying glass. As he got older, he obtained the greatest pleasure by tormenting other children, and once put out another boy's eye with a stick they was using to toast marshmallows. His concerned and wealthy parents managed to keep him out of jail only by sending him to the dank and dismal mental institutions of the 1890s, where he came to the attention of Maureen O'Leary. She became fascinated by this psychotic, sadistic teenager. He most excited her on a visit home, when he set fire to his father and mother. O'Leary was unable to contain her passion at the moment and leapt upon him, Embracing him next to the smoldering corpse of his father. The 18-year-old's first feeding came courtesy of his dying parents.

Luckily for both O'Leary and Son, her fit of passion came at the same time Lodin was wresting the fief of Chicago away from Maxwell. By backing Lodin in his efforts to take over the city, O'Leary was able to get his blessing for the creation of her Neonate. Lodin considers Son the reward to O'Leary for lighting the fire of 1871, and has his own private nickname for the Malkavian: "Gift."

Son, as he has preferred to be called for the past hundred years, has not changed much during that time. The only difference is that he sometimes prefers mental cruelty to physical torment — but not always. His preferred method of hunting

is to attract a pair of lovers to his Skokie Haven using his strong Presence, feed on them and convince one that he or she has been turned into a Vampire. He will then force that one to drink the blood of the other and then, satiated and happy, use Domination to render his victims forever unable to speak about what happened. He has never fed on an animal, and would only do so under the greatest duress.

Son takes the greatest care not to let his actions come to the attention of the Prince, since his games continually threaten the Masquerade. He can be extremely charming, especially to other Kindred. However, during the upheavals of the mid-80s, Son killed a Caitiff by draining her of all her Blood. He enjoyed the experience even more than feeding off his parents, and the desire is growing to do it again.

Son publicly claims to be the child of Ben and Paula Smith, and only he, O'Leary and Prince Lodin know the truth. Son began doing this merely to tease the couple, since he knows they were not married in life. However, he has also caught himself occasionally believing that he really is their son, and bringing them gifts of chocolates and dead flowers. Recently he has found himself thinking about drinking their Blood.

Notes: This is an extremely sick individual and you must be careful about how you employ him in your stories. The full depth of his aberration has not yet been reached, though it is likely that he will be put down long before he can ever reach the full range of his plunge into depravity. On meeting him, have the characters roll a number of dice equal to their Humanity, with a target number of 9. The more successes they roll, the more uncomfortable they feel around him. The more they botch, the more they like him.

Sire: O'Leary

Nature: Bravo



Demeanor: Child
Generation: 8th
Embrace: 1893 (born: 1877)
Apparent Age: 20s
Physical: Strength 3, Dexterity 4, Stamina 2
Social: Charisma 5, Manipulation 4, Appearance 3
Mental: Perception 3, Intelligence 3, Wits 4
Talents: Acting 5, Alertness 2, Intimidation 3
Skills: Etiquette 3, Firearms 1, Stealth 2
Knowledge: Medicine 2, Psychology 4
Disciplines: Auspex 3, Dominate 3, Obfuscate 2
Background: Generation 5, Resources 4, Mentor 5, Contacts 3.
Virtues: Conscience 0, Self-Control 0, Courage 1
Humanity: 0
Willpower: 5
Blood Pool/Max per Turn: 15/4

Image: Son appears to be a vaguely handsome 18-year-old, though mortals (and some high-humanity Cainites) tend to be put off by him. He is a little under 6 ft tall, with sandy blond hair and dresses like a well-off preppie.

Roleplaying Hints: Start ingratiating yourself with characters immediately upon meeting them. Praise and flatter them almost constantly.

Haven: He currently makes his home in a small house in Skokie, but he occasionally resides in a shelter for abused children there.

Secrets: B+

Influence: Son has a number of contacts with mortals he has abused in the past. He still retains some control over them, and will sometimes use them to affect the political affairs of the city. He especially likes to write notes to Ballard threatening to destroy or destabilize certain businesses or halt construction on certain projects Downtown if Ballard does not perform some inane task. At first Ballard refused, but the results were so severe that now he reluctantly agrees. This blackmail usually takes the form of very minor, albeit embarrassing requests for Ballard to perform certain action. It started with Son asking Ballard to put a picture of himself on page two of a certain newspaper, but the latest instruction is to walk the length of Soldier Field at the stroke of midnight. Ballard is outraged by this blackmail, and would pay nearly any price to find the culprit.

Paula Smith

Paula Smith suffered from a form of hypochondria which manifests in mothers who force their children to become sick. When the child becomes sick, the mothers get attention and praise from friends and doctors for being such caring parents.

Tragically, some mothers eventually end up killing their children in this quest for attention, and this is what happened to Paula. Her mental illness culminated in her smothering her two already sickly children. Before she could be given the death penalty, she was diagnosed by an enlightened psychologist and institutionalized instead of being electrocuted. In the institution, she quickly became a mother-figure to many of the patients, and gained a reputation for the loving care she gave to the sickest among them.

Only Maureen O'Leary was sharp enough to notice that it was Paula herself who was making them sick. After watching her for a while, O'Leary sought and obtained permission from Lodin to Embrace her. The older Malkavian truly enjoyed watching her Neonate convince the insane that their "ailments" could be cured by her kiss on their necks.

Recently Paula has come to believe that she is married to Ben Smith (her real husband is long dead, a victim of suicide) and that Son is their natural-born child. She plays no role in Kindred politics, and is happy to remain in her institution. However, if she believes her family is threatened, she will do anything to protect them. Even so, occasional battles between her and her "husband" rock the asylum under which they reside.

Sire: O'Leary

Nature: Conniver

Demeanor: Caregiver

Generation: 8th

Embrace: 1970 (Born: 1920)

Apparent Age: Late 40s

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 4, Manipulation 5, Appearance 2

Mental: Perception 4, Intelligence 2, Wits 4



Talents: Acting 3, Brawl 1, Intimidation 3, Subterfuge 4,
Skills: Etiquette 2, Cooking 4
Knowledge: Medicine 1
Disciplines: Auspex 3, Dominate 3, Obfuscate 2
Background: Herd 5
Virtues: Conscience 1, Self-Control 3, Courage 2
Humanity: 4
Willpower: 6
Blood Pool/Max per Turn: 15/4
Image: Motherly type, plump with white hair. Always wears an apron.
Roleplaying hints: Single out one character (generally one with low Stamina) and tell them how pale and sickly they look. Offer to take care of them. If any are stupid enough to take the offer, drain them of a good portion of their Blood at the first opportunity.
Haven: Illinois Psychiatric Institute
Secrets: F
Influence: None

Ben Smith

Ben Smith's world went through more changes in one 24-hour period than most babies go through before potty training. His delusions began mildly enough, and included belief in UFOs, the communist menace and the honesty of politicians. By the time he turned 30 they became more extreme, until the point came where he believed the sky was orange, clams could talk to him and televangelists really did care about people's spiritual well-being. At this point, a concerned aunt had Ben committed to the Illinois Psychiatric Institute for his own good. There he languished for a decade, beyond the help of doctors or drugs.

Ben became one of Paula and O'Leary's herd shortly after entering the Institute. The two preferred to feed off of those patients whose delusions were the most pronounced, a fact that led a team of staff psychologists to make a name for themselves with an article titled *Fears of Blood: Shared Delusions Among the Institutionalized*. However, Ben soon came to believe that he too was a Vampire. He managed to track O'Leary to her Haven in the basement of the Institution, and spent the day asleep beside her, where she found him when she woke that night. Amazed at the conviction this mortal displayed in maintaining that he was Kindred, O'Leary decided to make him one.

After Ben met Paula, he became convinced that since they shared a last name, they were married. Shortly thereafter Paula began to share his delusions, an event not uncommon among people who are so close. Ben has maintained this delusion longer than any of his others since it is supported by Paula.

Ben still suffers from schizophrenia, an illness which Blood Points will not heal (or perhaps he never thought to try). He can be convinced of almost anything, but if someone chal-

lenges or contradicts one of his fantasies, he is likely to become more convinced of it — even to the point of backing it up with violence. He has not left the Institution since his Change, but is convinced that he and Son frequently go out and do father-son things together. Son plans to bring this delusion to reality soon. The institution's staff believes him to have escaped in the mid-1960s, and no doctors are still there from that time to fit a face to patients' descriptions of a kindly old gentleman who drinks their blood at night.

Sire: O'Leary
Nature: Deviant
Demeanor: Traditionalist
Generation: 8th
Embrace: 1980 (born: 1926)
Apparent Age: 50s
Physical: Strength 4, Dexterity 4, Stamina 5
Social: Charisma 3, Manipulation 2, Appearance 2
Mental: Perception 2, Intelligence 2, Wits 2
Talents: Brawl 3, Dodge 2
Skills: Repair 1
Knowledge: Art 2
Disciplines: Auspex 2, Dominate 4, Potence 3, Obfuscate 1
Background: Herd 5
Virtues: Conscience 1, Self-Control 1, Courage 4
Humanity: 3
Willpower: 8
Blood Pool/Max per Turn: 15/4
Image: Tall and husky, he repaired refrigerators as a mortal and looks like the archetypal refrigerator repair man.



Has recently taken to smoking a pipe in the belief this makes him look more fatherly.

Roleplaying hints: Nothing is impossible, and most of the wildest-sounding things are almost certainly true. Make up anything you want, and stick by it no matter what evidence is presented to the contrary.

Haven: The Illinois Psychiatric Institute

Secrets: F

Influence: None

Evan Klein (Raymond Falcon and many others)

Raymond Falcon is a very skilled musician, just like his father. Dirk MacGriff is a police officer, just like his father. Bruce Holmes is gay, just like his father. Lawrence Pierce is a doctor, just like his father. Baron Wittger is a Vampire, just like his father. And, yes, all these are the same person. Son fell in love with the idea of a Cainite with multiple personalities after finding Evan Klein (the original personality), who had no less than 23 different people living in his head. Originally, Klein had adopted these personalities to insulate himself from the abuse he took as a child from his father.

Son became attracted to the pretty young man after hearing him play one night in Grant Park. He struck up a conversation with Raymond, and later fed on him. At that point he was amazed when Dirk MacGriff tried to arrest him for the attack. Son spent the rest of the night exploring Raymond's "roommates," and laughing quietly to himself, went to petition the Prince for permission to Embrace him. This was shortly after the destruction of the Anarchs in the late 60s and Lodin, flushed with victory, was more than happy to grant the charming young Malkavian the right to make a new Vampire.

Since his Change, Raymond has added a large number of new personalities to his arsenal. While characters are most likely to meet him in his role as bass guitar with Baby Chorus, they can run into him almost anywhere, doing almost anything.

Sire: Son

Nature: Deviant

Demeanor: Varies

Generation: 9th

Embrace: 1982 (born: 1950)

Apparent Age: 30s

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma V, Manipulation V, Appearance 4

Mental: Perception 4, Intelligence 4, Wits 2

Talents: Alertness 2, Dodge 3, Empathy 1

Skills: Drive 2, Firearms 3, Music 4, Repair 1

Knowledge: Bureaucracy 1, Computer 1, Finance 1, Investigation 1, Law 1, Linguistics 2, Medicine 1, Politics 1, Science 1



Disciplines: Auspex 1, Dominate 2, Obfuscate 5, Presence 3

Background: Contacts 5

Virtues: Conscience V, Self-Control V, Courage V

Humanity: 7

Willpower: 8

Blood Pool/Max per Turn: 14/3

Notes: Where Raymond has a V for a trait, that means it varies according to his current personality, and can be anywhere from 1 to 5. Thus, he can turn from a charmless inhuman monster to the sweetest person you ever knew. He carries a revolver for his Dirk MacGriff personality. A few of his personalities are mentioned above; feel free to improvise more if you feel the need.

Image: A very good-looking young man with red hair and fair skin. Dress, hairstyle and makeup vary depending on personality.

Roleplaying hints: Change your personality at whim and make each of them unique.

Haven: Has several different Havens, again depending on personality.

Secrets: B+ to F, depending on personality

Influence: Strangely enough, Raymond has made many friends among the mortal — people who know him under many different names and circumstances and whom he does not Dominate in any way. These include businessmen, entertainers, cops and truck drivers. Almost wherever Raymond goes he meets these friends, and as soon as he sees them he changes personality to match what they expect from him. In short, he has more friends than any Vampire has any right to have.

Horace Turnbull

Horace claims that he was one of the first Europeans Embraced in the New World. He made the trip from England to the Americas about mid-way through the 18th Century. He left a nice life behind, but he was unhappy with the establishment even then. During the Revolution, after he had already been living as a Vampire for almost a score of years, Horace did what he could to help the colonists. He views the struggle of the Anarchs in Chicago to be another such battle, but over the years he has grown too conservative to care much about it. In order to survive, he collaborates with the Elders and indeed has in many ways become one himself. Horace values his immortality highly and goes to great lengths to protect himself, and this includes working for Neally and Lodin, thus gaining a measure of protection. He does not broadcast his connection with them, but neither does he hide it. Tyrus of the Wolf Pack is an old friend going way back, and Horace serves as his primary contact with Lodin (whom he serves as does Horace). The two of them have a long history and tradition of making bets. Nevertheless, even Tyrus is put off by Horace's extreme paranoia about immortality.

Sire: Ralceigh

Nature: Plouter

Demeanor: Curnudgeon

Generation: 10th

Embrace: 1758 (born: 1712)

Apparent Age: Mid 40s

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 4, Manipulation 3, Appearance 2

Mental: Perception 3, Intelligence 4, Wits 3

Virtues: Conscience 4, Self-Control 3, Courage 3

Talents: Acting 2, Alertness 2, Dodge 2, Empathy 1, Leadership 3, Streetwise 4, Subterfuge 3

Skills: Etiquette 3, Firearms 3, Melee 1, Music 3, Stealth 1, Survival 1

Knowledge: Bureaucracy 2, Investigation 2, Law 3, Linguistics 2, Medicine 1, Occult 4, Politics 2

Disciplines: Auspex 2, Dominate 3, Obfuscate 3

Background: Contacts 2, Resources 2, Retainers 2

Humanity: 8

Willpower: 7

Blood Pool/Max per Turn: 13/1

Image: Horace is of obvious English descent. His face is narrow and prominently features a very distinguishing hooked nose. He looks to be a man of great intelligence and patience. He has enough of both those virtues to get by.

Roleplaying Hints: Be smooth and slick in your words and body language and never let yourself be surprised by anything.

Haven: The Cave



Secrets: B

Influence: Little among the mortals, though he has made friends with some of the more rough-and-tumble elements and knows a number of powerful bikers. Among the Kindred he has begun to ally himself with the Prince's forces.

Johann Weltmann

Johann praised the last few moments of his life as he lay on his deathbed in Chicago for that very reason — he was on his deathbed. Though extremely talented, Johann had a vision of the world which out ran what the people of early 1900's could decipher. The physical agony of the last moments of his mortal life was little compared to the decades of isolation and misunderstanding he had suffered during his entire film-making career.

But the Cainite who came to his deathbed within moments of Johann passing from this troubled world expected to doom him to an eternal life that would break his spirit and rend his human soul. In short, she intended to transform him into a true Malkavian.

At first it was too much for Johann to stomach, but he quickly came to an intellectual understanding of the potentials of his condition. The world would be boring if popular understanding ever drew even within his remarkable insight, but now he had centuries to work his art and transform human culture. Yes, his insanity was imbedded in this vision, a vision he has since learned to temper, but this ultimate optimism in mortals served him well during his search for Golconda.

Wise investments in the later years of his mortal life, the years after he was laughed out of film, created a fortune upon

which Johann could draw to execute his plans. Since then he has accumulated an unreasonable amount of money, but his artistic desires will never be satiated. Black and white filming is still his preferred method of presenting his unique visions, but the advances of the future may well convince Johann to adopt some other format.

The twenty or so years since his Embrace have been marked by a number of extraordinary events which have proven Johann to be an exceptional individual. First, he managed to slay his Sire, but more importantly, some of the secrets of Golconda are known to him. Some of the gossips among the Kindred claim he has actually achieved this exalted state.

These circumstances combine to make Johann one of the more independent Vampires outside of the Inconnu, and probably the most uncontrolled one in Chicago. No one controls his thoughts or commands his actions. This is essential to Johann's existence, but he does hold the fear that his very independence is perhaps a tool for those Methuselah who can predict his responses and set him up to further their ends. This is the major reason why he stays his hand even in situations where his conscience demands intervention.

Sire: Morgana

Nature: Visionary

Demeanor: Cavalier

Generation: 7th

Embrace: October 1, 1960

Apparent Age: 69

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 4, Manipulation 4, Appearance 2

Mental: Perception 5, Intelligence 6, Wits 4

Talents: Acting 5, Alertness 4, Dodge 2, Empathy 5,

Intimidation 2, Streetwise 1, Subterfuge 3, Intrigue 5

Skills: Etiquette 5, Firearms 2, Music 4

Knowledges: Bureaucracy 3, Finance 4, Investigation 3,

Law 3, Linguistics 3, Occult 6, Politics 3, Art 5, Theater 5

Disciplines: Auspex 4, Dominate 3, Fortitude 1, Presence 6

Background: Allies 5, Contacts 3, Fame 1, Influence 2, Resources 5, Retainers 5, Status 4

Virtues: Conscience 4, Self-Control 5, Courage 4

Humanity: 10

Willpower: 7

Blood Pool/Max per Turn: 20/5

Image: The epitome of the distinguished elder gentleman, Johann may look like a 69-year old man, but his quick step, bright eyes, and unvanquished spirit tip knowledgeable people to his true nature as a Vampire. Not ashamed of the wealth he has accumulated, Johann dresses in the finest garments, though he does wear a smoking jacket despite being no longer able to smoke.

Roleplaying hints: Johann does not suffer from the same Malkavian Derangements the rest of his clan does, but sometimes it doesn't seem like it. A frightening intelligent man, Johann is often two or three steps ahead of even the most able plotters, and this capacity is displayed when he sometimes seems to ignore people and events around him. His head tilts up and he becomes motionless as if watching a movie in the air. He may smile to himself at the thought he had and then return very casually to the conversation at hand no matter how far astray the subject has wandered.

Haven: An old mansion in North Chicago

Secrets: A-

Influence: For the most part, Johann distances himself from the politics of both the mortal and Kindred worlds. He looks upon the confusion and infighting in both spheres with great distaste. Besides, he looks too far beyond present events to be of much help in many cases. However, whenever something does demand his attention for whatever reason (he sees it as part of a greater cycle of improvement, his too-often mortal morality is stirred, or he or his friends are personally threatened), then Johann can pull many strings. Not only does he command respect among most Kindred of Chicago (including the Anarchs because of his recent association with Damien), but he shares many secrets with the Elders of the Inconnu and many fear the steps these powerful Kindred may take to protect one who found Golconda so quickly. Just because he seldom participates in Kindred politics doesn't mean he has no idea of what's going on. On the contrary, Johann is very much in the know.



Nosferatu

More than any other clan in the city, the Nosferatu know what is truly going on and who really pulls which strings. They are great gossips and share every discovery with each other, bringing the most important tidbits to Khalid directly. Using their Obfuscate, the Nosferatu sneak into all sorts of places where Kindred and kine scheme and plot, and listen in. Each night one or two of them can be found in both the Elysium and the Rack, and there is often one or more hidden at the Succubus Club. They are also in contact with the distant clan Elders, who are equally well informed on the world situation, and may even request specific information from Chicago.

Unlike the members of other clans, the Nosferatu trust one another. Whereas even the Gangrel only ally because of their leader, any Nosferatu can call on the aid of others and be sure that they will respond — their loyalty runs deep. The rely upon this heavily, and it is the source of much of their pride and self-esteem — something very important to a Nosferatu.

Khalid

Khalid al-Rashid was one of the few Moslem leaders who deserved the bloody-handed reputation which the Crusaders tried to pin on all Arabs. His appetite for atrocity was rivalled by few in an age of cruel men who slew and tortured in the name of their gods. Indeed, it was just this appetite which first drew the attention of a few Cainites to Khalid. The Crusades, held before the Inquisition and the imposition of the Masquerade, brought many Kindred to the Holy Land. Battles always leave easy pickings for those who feed upon blood

Aside from those who came for the blood-feast, some Kindred were ideologically committed to one side or the other. Among these was Alexius, a Byzantine Nosferatu — and once a prelate of the Eastern Orthodox Church — who believed the only way to free the Holy Land was to corrupt the Islamic leaders just as he had been corrupted. Khalid was his first victim.

Khalid went berserk upon discovering what he had become. The first victims of his rage were his own men, who came to his tent to see what was wrong. Khalid fled into the desert, where he would have died but for the intervention of a reclusive Jewish hermit, who dragged Khalid's body away from the sun's killing rays and into the cool darkness of his cave. Khalid stayed there for a month, feeding on the hermit's sheep and studying the Kabbala, an ancient form of Jewish mysticism. When Khalid was ready to leave this sanctuary he was transformed, and went forth to make whatever peace he could with the world.

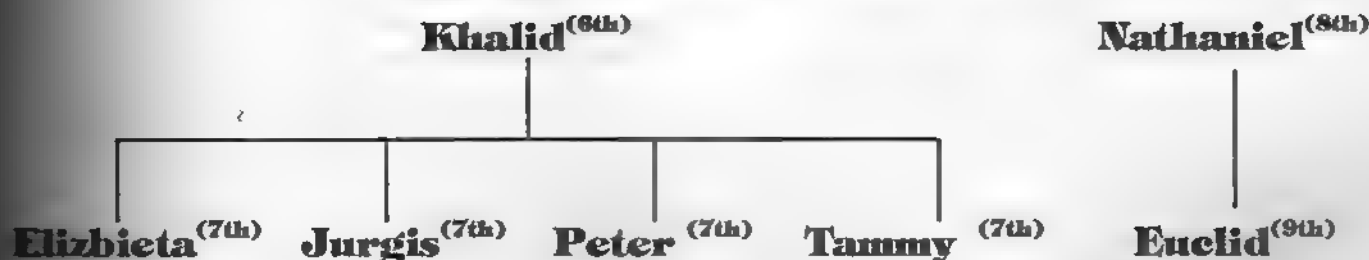
He began his quest with visits to various Islamic mystical sects, where he found others of his kind who told him of a state known as Golconda. For six centuries Khalid wandered the world, looking for a path to peace. However, every time he has come close to Golconda, the vicious side of his personality, heightened by his Vampiric Beast, has sent him spiralling down in a frenzy of violence and despair.

He arrived in Chicago shortly after the great fire of 1871, searching for an Inconnu who was said to have showed other like Cainites ("those of flame and fury") the path to Golconda. While he never found this Inconnu, he did find himself involved in the city's turbulent political scene, and chose to back Lodin after learning of Maxwell's violent nature. Since then, his support for Lodin has lessened, and it was his vote in the Primogen which led them to try to overthrow the Prince in the mid-80s.

Recently, Khalid has become less interested in the Machiavellian maneuverings in the city and has begun to think about seeking Golconda in some more tranquil place — an act which would throw the delicate balance of the Primogen into chaos. It is unlikely that he would leave in the near future, though, for he is fascinated by the war between the two Methuselahs. He understands that in some small way he holds the wild card in this game, and that when the time is right he might be able to influence its result. Thus he waits, and tries to learn more of what is going on.



THE NOSFERATU



Khalid remains close to his four Progeny, all of whom serve to keep him fully informed of goings-on in the city. He keeps his identity a secret from most other Licks, and those few Ancilla who know of him do not know of his role on the Primogen. He can no longer feed on animals, but still tries to hunt among humans. He is a Cunctator, and will take no more than one or two Blood Points from any one Vessel. He will usually take this only from the city's down-and-out, making him particularly susceptible to diseases.

Morality is very important to Khalid, but it does not come naturally to him. His rage continually bubbles to the surface and drives him into committing actions he later regrets. Over the centuries, he has tried desperately to gain control of his violent emotions, but never succeeded.

Sire: Alexius

Nature: Visionary

Demeanor: Loner

Generation: 6th

Embrace: 1498 (born: 1471)

Apparent Age: can't tell

Physical: Strength 7, Dexterity 5, Stamina 6

Social: Charisma 3, Manipulation 2, Appearance 0

Mental: Perception 7, Intelligence 4, Wits 6

Talents: Alertness 3, Brawl 6, Dodge 5, Intimidation 4, Leadership 5, Streetwise 6, Subterfuge 4

Skills: Firearms 4, Melee 7, Stealth 7, Survival 4

Knowledge: Linguistics 5, Occult 3, Politics 2

Disciplines: Animalism 4, Auspex 3, Obfuscate 7, Potence 4, Thaumaturgy 1

Background: Retainers 3

Virtues: Conscience 1, Self-Control 1, Courage 5

Humanity: 2

Willpower: 10

Blood Pool/Max per Turn: 30/6

Notes: Khalid's two extra levels of Obfuscate allow him to conceal non-living objects which have great importance to him, like his Haven, and to continue this concealment of people, places and things even when he is not present. If he believes he is about to enter combat, he will carry his ancient sword (does two more dice damage than a normal sword).

Image: Not only does he have the naturally horrific appearance of the Nosferatu, but he never healed the scars he received from the sun on his first day as a Vampire. He keeps them as an eternal reminder of his violent nature.

Roleplaying Hints: Speak mysteriously and in parables, unless you are sure you can trust your audience — a rare occurrence.

Haven: Khalid currently makes his Haven in a large cave just north of Evanston. This is also where the Nosferatu gather, protected by the strength of Khalid's Obfuscate.

Secrets: A+

Influence: He has a great deal of subtle influence over the Kindred of Chicago. He knows almost everything that goes on in this vast metropolis — at least, everything that matters.

Elzbieta Jurofsky

Elzbieta immigrated to America in 1887 with her family, unmarried at the ripe old age of 27 despite (or perhaps because of) the fact that she could lift a year-old calf over her head by the time she was 16. Separated from her family in New York, she made her way with many other Polish immigrants to Chicago. There, she found work in a canning factory, handling crates of canned beef weighing as much as she did. However, her

goal was still to find a husband, and her continued failure was making her more and more bitter.

One night, while walking home late from work, she was attacked by Annabelle Treabelle (see below), who was out looking for a snack. Much to the surprise of both Annabelle and Khalid, who was secretly trailing the Toreador, the victim became the attacker and thrashed Annabelle within an inch of her unlife. Elzbieta was about to call the police when Khalid made his appearance. He convinced the stocky immigrant to follow him — more through her amazement at his horrendous appearance than by anything he said — and the two went to his Haven, leaving the unconscious Annabelle to fend for herself. There, Khalid explained the nature of her attacker as well as his own, and invited her to join him in this state. Elzbieta, believing this deformed nobleman was the fantasy suitor she had long dreamed of, was more than happy to accept his offer.

During the past century the two have remained close, though Elzbieta quickly learned that Khalid's intentions did not include marriage. She keeps him well-informed about goings-on in the city, and provides him with valuable muscle when it is needed. She has remained hostile toward Annabelle, though it is due more to jealousy of the Toreador's beauty and finery than the assault. Khalid is aware of this hostility, and does much to keep it in check. Still, nothing gives Elzbieta more pleasure than interfering with Annabelle's affairs.

Sire: Khalid

Nature: Conformist

Demeanor: Curmudgeon

Generation: 7th

Embrace: 1989 (born: 1860)

Apparent Age: can't tell

Physical: Strength 6, Dexterity 3, Stamina 5



Social: Charisma 1, Manipulation 2, Appearance 0

Mental: Perception 4, Intelligence 3, Wits 3

Talents: Alertness 3, Athletics 2, Brawl 5, Dodge 1, Intimidation 3

Skills: Animal Ken 3, Melee 3, Stealth 4

Knowledge: Chicago 5, Investigation 4, Linguistics 2, Occult 1

Disciplines: Animalism 3, Celerity 1, Obfuscate 5, Potency 3

Backgrounds: Contacts 3

Virtues: Conscience 3, Self-Control 3, Courage 6

Humanity: 8

Willpower: 10

Blood Pool/Max per Turn: 20/5

Image: A very large female Nosferatu, though her gender is not always obvious

Roleplaying Hints: Try to be friendly, but you use your Intimidation without even being aware of it. You have a thick, guttural Polish accent.

Haven: The deserted meat-packing factory in which she once worked, near the stockyards in the south of Chicago.

Secrets: A-

Influence: None

Jurgis Rudkus

Jurgis (pronounced Yoorghis) was one of the many Lithuanian and Eastern European immigrants who had flooded into Chicago by the turn of the century. His life, like that of most of the new immigrants, proved to be an incredibly back-breaking existence. Within a few years of arriving in the promised land, Jurgis' once mighty frame was a shadow of what it had once been. Out of work and destitute, his wife dead, Jurgis encountered the radicals of the Union movement as well as Tommy Hinds (see below). This movement gave his life purpose again.

However, by 1910 even the slow-thinking Jurgis could see the writing on the wall. He had been beaten numerous times by the police and the industrialists' hired thugs, but unionism seemed to be going nowhere further. Dejected and again losing faith in life, especially since the disappearance of Hinds, his mentor, he decided to end it all. However, as he prepared to put his head in the gas stove, Khalid appeared next to him.

The old Nosferatu had been watching Jurgis ever since the Prince had turned the socialist leader Hinds into a Ventrue. Khalid was becoming more and more interested in the doings of the city's Vampires, but even he could not monitor everything alone. He offered eternal life and supernatural power if Jurgis would help him find out what Lodin and Hinds were doing with the unions — a role the immigrant found highly attractive. Jurgis was a highly effective spy, for he knew where the union radicals

would meet and with his Obfuscate he found it easy to hide while he listened to their plots. Moreover, his total ignorance of Lodin's power or his likely reaction to Jurgis' spying meant that the Lithuanian took greater risks than any other Cainite in the city would have dared, and gave his Sire more information than he could have gained by any other means.

However, Khalid had not counted on the friendship and respect Jurgis and Hinds had for one another. Once Modius' threat to Lodin was broken, Jurgis and Hinds renewed their friendship and have maintained it ever since. Even though Jurgis is still an important member of the Nosferatu, he numbers himself among the city's Anarchs and would do nearly anything Hinds could ask of him. Though he respects Khalid and is very proud of being Nosferatu, he could go either way if his loyalties were tested.

Sire: Khalid

Nature: Caregiver

Demeanor: Conformist

Generation: 7th

Embrace: 1910 (born: 1877)

Apparent Age: 30s

Physical: Strength 5, Dexterity 5, Stamina 6

Social: Charisma 2, Manipulation 2, Appearance 0

Mental: Perception 4, Intelligence 3, Wits 2

Talents: Alertness 4, Brawl 6, Dodge 4, Intimidation 1, Streetwise 4

Skills: Animal Ken 1, Melee 3, Stealth 3, Survival 2

Knowledge: Investigation 3, Linguistics 1, Politics 2

Disciplines: Animalism 2, Obfuscate 4, Potence 3, Protean 2

Background: Contacts 1, Status 1

Virtues: Conscience 5, Self-Control 3, Courage 5

Humanity: 10

Willpower: 9

Blood Pool/Max per Turn: 20/5

Image: A tall, gaunt Nosferatu.

Roleplaying Hints: You are slow and deliberate in your thinking, but when you speak it is with great conviction. You have a thick European accent.

Haven: A ramshackle old house in what was once the Ukrainian section of town and is now mostly a slum.

Secrets: B+

Influence: Jurgis has some control over some of the more radical unions, but for the most part he does not control any mortal power structure.



hid a dark secret of pain, humiliation and sadism. Not a week went by without the children's drunken parents finding an excuse — any excuse — to punish the two. The marks left by the punishments included giant welts and scars from belts and straps, cigarette burns on arms, legs, and torsos, broken bones, concussions and more bruises than either child could ever count.

In 1950, when Peter was 13 and Tammy was 12, they found the first comfort of their lives in each other's arms. For a year, the continuing punishments they suffered meant little to them as long as they had each other. However, one night at the end of that year, the two were five minutes late coming home. When they entered their own home, their parents locked Peter in a closet with dire threats about the punishment that awaited him. Then they beat Tammy for two hours. At the end of the two hours, her drunken parents collapsed into their bed and passed out. Tammy crawled to the closet and let Peter out. Peter helped Tammy outside, and then emptied his parents' entire liquor cabinet outside their room and in the hallway which led to the front door. Then he lit a match.

The children watched the fire from the sidewalk in front of the house. They were so close the heat was slowly melting their shirt buttons. They heard their father screaming for help, and then there was nothing. A minute later, they became aware of a presence behind them.

Khalid had been watching the two children for almost five years. Their suffering had both fascinated and repulsed him. He had reached the conclusion that he must Embrace them, both to save them and to preserve their pain for eternity — for he would never Change anyone who had a hope of a full and peaceful mortal life; only those who would be enriched by the gift of becoming Nosferatu. In these two abused children, he saw

Peter and Tammy Walenski

Peter and Tammy grew up in a lower-middle-class immigrant neighborhood in South Chicago. Outwardly, theirs appeared a normal family, but like far too many in America, it

just such potential. However, he had been unsure — until now. Both children had found new strength through the events of the past years and such strength born of agony and love could not be allowed to die. He brought the two children to his Haven, and spoke softly to them. Within a few hours they had accepted his gift.

They lived with Khalid for several more weeks as they discovered their new abilities. However, they found themselves constantly going by their old home during their nocturnal journeys and, finally, returned there to sleep in the basement of the burned-out shell. Also in the ruins are the ghosts of their mother and father, and neighbors, developers and others give the eerie lot wide berth.

Tammy and Peter alternate their feedings between animals and adults. They will never feed on a child, and will seek to stop any Vampire from hurting children in any way. However, since the sight of a child being hurt is likely to send them into Frenzy, it is more than likely that they will kill the child they are trying to save. Such is sort of tragic paradox of their existence. They can be found on the outskirts of Kindred society, looking on but never becoming involved. Though they commonly use Obfuscate to hide themselves, lately they have begun to let other Kindred catch glimpses of them; they wish to become a part of the community, but are too shy to ask.

Khalid is still very active in their lives, trying to lead them to an understanding of who and what they are. He sees a future where they can break the chains of the past, but is unsure of how to help them reach it. Each time he sees them it nearly breaks his heart as they wear their pain so openly, but so far there has been little that he can do.

Notes: Tammy and Peter have developed such a Blood Bond with each other that they now have the equivalent of Auspex 4 with respect to one another. They can read each other's auras and thoughts, tell what they have been doing by touch and can sometimes act as though they are one person. This may be somewhat unnerving to those who witness it. Also, Khalid took an active role in teaching the children their disciplines, and they have remained especially close to their mentor ever since.

Haven: Their old house (see below).

Secrets: B

Influence: Their two retainers are the ghosts of their parents. While they are loath to help their children, they do protect the Haven from intruders. Tammy, however, has developed the ability to make the ghosts help their children; thus they have begun to have influence in the world of ghosts. This vastly increases their knowledge of what goes on in the city, and Khalid has begun to tap this important source to learn of Helena's activities. However, the ghosts are unable to leave the remains of their old home.

The two ghosts are unaffected by physical attacks and have the equivalent of Dominate 5 with seven dice, no matter what the attack. They also have a "touch" attack which allows them to drain Willpower. They attack with seven dice against the victim's Wits + Dodge. Every success drains one Willpower point from the victim. If the victim has Fortitude, the drain can be resisted by a Courage + Fortitude roll with a target of 9. For every success, one less Willpower point is lost.

Peter

Sire: Khalid

Nature: Child

Demeanor: Bravo

Generation: 7th

Embrace: 1950 (born: 1937)

Apparent Age: teenager

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 2, Manipulation 2, Appearance 0

Mental: Perception 5, Intelligence 2, Wits 4

Talents: Alertness 4, Brawl 3, Dodge 6, Streetwise 1

Skills: Animal Ken 3, Repair 2, Stealth 4

Knowledge: Chicago 3

Disciplines: Animalism 4, Obfuscate 4, Potence 3

Background: Mentor 4, Retainers 2

Virtues: Conscience 0, Self-Control 1, Courage 5

Humanity: 1

Willpower: 9

Blood Pool/Max per Turn: 20/5

Image: A 4 ft 10 in Nosferatu.



Roleplaying Hints: You are quiet and not willing to trust others. No matter what you say, it generally sounds like an accusation.

Lenny

Sire: Khalid
Nature: Child
Demeanor: Bravo
Generation: 7th
Embrace: 1950 (born: 1938)
Apparent Age: young teenager
Physical: Strength 3, Dexterity 4, Stamina 2
Social: Charisma 2, Manipulation 2, Appearance 0
Mental: Perception 4, Intelligence 3, Wits 3
Talents: Alertness 4, Brawl 5, Dodge 4, Streetwise 1
Skills: Animal Ken 1, Drive 2, Firearms 1, Stealth 4
Knowledge: Chicago 4
Disciplines: Animalism 1, Obfuscate 4, Potence 5, Thaumaturgy 2
Background: Mentor 4, Retainers 2
Virtues: Conscience 1, Self-Control 0, Courage 5
Humanity: 1
Willpower: 10
Blood Pool/Max per Turn: 20/5
Image: A 4 ft 5 in Nosferatu. Still likes to wear cheap jewelry and dresses from her days as a mortal.
Roleplaying Hints: You are more likely to trust someone than is your brother, but not by much. Once again, caution and care are the words of the day.



Nathaniel Bordruff

For years, Nathaniel fought the demons and devils which plague the good people of New Orleans. An evangelist in the Church of Christ and the most-feared Vampire hunter in Louisiana during the 1920s, he managed to slay five of the city's Kindred during the span of just a few years. However, pride managed to worm its way into his bosom and replace faith, and Nathaniel finally met his match in the Bayous. In the swamps a crafty old Nosferatu trapped him in a deserted shack, and as a joke, turned the dread Vampire hunter into that which he most despised, leaving him outside a Church of Christ revival. None of the worshippers survived Nathaniel's waking Frenzy.

At first Nathaniel tried to make up for his actions by using his new-found powers to continue his war against the Undead. But it was not the same. There was no one to appreciate his theatrics and praise him for his bravery, and very quickly he discovered the weaknesses of his new form and the true power of the older Vampires. He fled the city with its Prince's hellhounds baying at his heels.

During the years which followed Nathaniel has learned a great deal of patience, but his hatred of Vampires has continued to grow. After a disastrous encounter with the Sabbat in New York during the late 60s, he fled west to Chicago, then just recovering from its battles between the Prince and the Anarchs. Seeing which way the wind was blowing, he joined Lodin's forces and contributed to the deaths of several surviving Anarchs. Lodin was delighted with Nathaniel's help and rewarded him with the right to make a Neonate (see *Elucid*, below) as well as promoting him into the society of Elders. Soon thereafter, Nathaniel was approached by Khalid and initiated into the ways of the Nosferatu. After a very special private tour of the city in which he was shown the evil that Lodin had created, Khalid asked him to help keep tabs on the Prince.

Nathaniel happily assists both Khalid and Lodin, and has become quite skilled at playing both ends against each other. He was careful to be out of town when Maldavis made her bid for power, and very quick to return when the Primogen fell in behind Lodin once again — just in time, in fact, to help the Prince clean out some of the last Anarchs.

While both Lodin and Khalid count the old Vampire hunter among their allies, nothing would give him more pleasure than to kill them both. However, this hatred for Undead does not imply any mercy or compassion for the living. Nathaniel is among the most cold-blooded Vampires any character could meet. Unlike the other Nosferatu, Nathaniel has no special loyalty to his clan. He harbors only hatred for all his kind.

Sire: Virginia
Nature: Fanatic
Demeanor: Curmudgeon
Generation: 8th
Embrace: 1926 (Born: 1891)

Apparent Age: Can't tell

Physical: Strength 4, Dexterity 4, Stamina 5

Social: Charisma 4, Manipulation 4, Appearance 0

Mental: Perception 3, Intelligence 2, Wits 2

Talents: Acting 4, Alertness 2, Brawl 1, Dodge 3, Subterfuge 4

Skills: Drive 2, Etiquette 3, Melee 4, Stealth 2, Survival 1

Knowledge: Investigation 2, Linguistics 2, Occult 3, Intimidation 1

Disciplines: Animalism 1, Obfuscate 4, Potence 4, Dominate 3

Background: Mentor 3 (Lodin), Mentor 4 (Khalid), Resources 3, Retainers 3

Virtues: Conscience 0, Self-Control 0, Courage 3

Humanity: 0

Willpower: 8

Blood Pool/Max per Turn: 15/4

Image: A tall, gaunt Nosferatu

Roleplaying Hints: Speak slyly and try to get the characters on your side. Then destroy them.

Haven: In the basement of a dilapidated Church of Christ church on the south side.

Secrets: B+

Influence: His retainers are the janitor, pastor and organist of the local Church of Christ, whom he has conned into helping him. They have never actually seen him — at least not that they can remember — but all have heard a voice which speaks of “the true path”. Through them, he has extended his control into a number of evangelical congregations in the Chicago area. Through his help, the pastor has lost his stutter and become quite a good speaker. There is even talk of a TV program; though it

is uncertain what sort of power this would give Nathaniel, it would certainly give him an audience. And, yes, he feeds on them all.

Tommy Walker (“Elucid”)

Tommy was never very popular — but there was more to it than that. He simply could not stand to be around other people; they were noisy and cruel, and their mere presence disturbed him. Even as a boy during World War II, he preferred to work out chess problems by himself in his room, coming downstairs only for meals. Occasionally he would become violent when someone intruded on his privacy, exhibiting a terrifying rage. His parents knew that he was more than simply strange, but since he was usually no trouble they left him alone.

When he grew up, he still could not stand to be around people, and after he moved out of his home he gradually became more and more removed from the world. After he lost his job at the hardware store and lost his apartment, he took to the streets. He used garbage dumps as his dining rooms and cardboard boxes as his bedrooms. While most street people do not survive much more than five years of this lifestyle — especially in frigid Chicago — Tommy managed it for fifteen years before he was first visited by Nathaniel.

At first Nathaniel planned only to use Tommy for his Vitae, but something about the Vessel's eyes made him stop to talk. Nathaniel was impressed by homeless man's knowledge of the city, and his solemn, distant pride. For his part Tommy somehow did not feel uncomfortable talking with this man; for some reason he was different.

Since Lodin owed him a favor, Nathaniel quickly got permission to turn Elucid into a Vampire. That night he again appeared in front of Tommy and told the hostile mortal of his decision. After Nathaniel assured him that being a Vampire would ensure his privacy better than anything else, Tommy agreed to the transformation.

Nathaniel had planned to Blood Bond his Neonate, and use him to help kill other Kindred. However, Tommy proved extremely unwilling to drink Nathaniel's blood again. The two fought and Tommy barely managed to escape, using his superior knowledge of the city to hide from his Sire. His life did not change much — he was used to living on his own — the only difficult thing was learning to feed. One night, an old drunk witnessed one of his killings and began to laugh. When Tommy approached him in order to silence the hideous laughter, the old drunk said, “*Ye are death unmade, brought unto this earth curse unmet. Your fate rides a bat's wings. Fare well Elucid*” Tommy has called himself Elucid ever since.

Now he is hunted by Nathaniel who despises his Get, and as Lodin has become more suspicious of unaffiliated Kindred in Chicago, he has begun to have difficulties with the powers-that-be. Though he is guardedly trusting of Khalid, who



discovered and tried to befriend him a few months after his Change, he has rejected all attempts to recruit him as a spy.

Despite his desire for privacy above all else, he feels that circumstances are forcing him toward the Anarchs' camp. He would make an excellent addition to their ranks if they but realized what a treasure he was; Obfuscate is a rare and valuable gift among the Kindred. In time perhaps he will be recruited by one of the Anarch groups, and in the next struggle he may indeed be of great value.

Sire: Nathaniel?

Nature: Loner

Demeanor: Survivor

Generation: 9th

Embrace: 1964 (Born: 1928)

Apparent Age: 30s

Physical: Strength 4, Dexterity 3, Stamina 5

Social: Charisma 1, Manipulation 2, Appearance 0

Mental: Perception 3, Intelligence 3, Wits 4

Virtues: Conscience 4, Self-Control 4, Courage 4

Talents: Alertness 5, Brawl 3, Dodge 5

Skills: Animal Ken 4, Stealth 4, Survival 4

Knowledge: Chicago 5,

Disciplines: Animalism 3, Obfuscate 4, Potency 1

Background: Allies 2

Humanity: 9

Willpower: 8

Blood Pool/Max per Turn: 14/3

Image: A short, squat Nosferatu

Roleplaying Hints: Run away. Avoid contact with anyone at all times. Avoid speaking, avoid being seen.



Haven: The sewers under the city; he simply lifts up a manhole cover and drops down inside. Of course that requires a great deal of crawling through pipes filled with excrement, but Elucid has learned to tolerate the stench and there is not much chance of his catching disease.

Secrets: C

Influence: His allies are a number of Chicago's other homeless. Through using them he can mobilize a large army of street people. However, the value of such an army is dubious.

Toreador

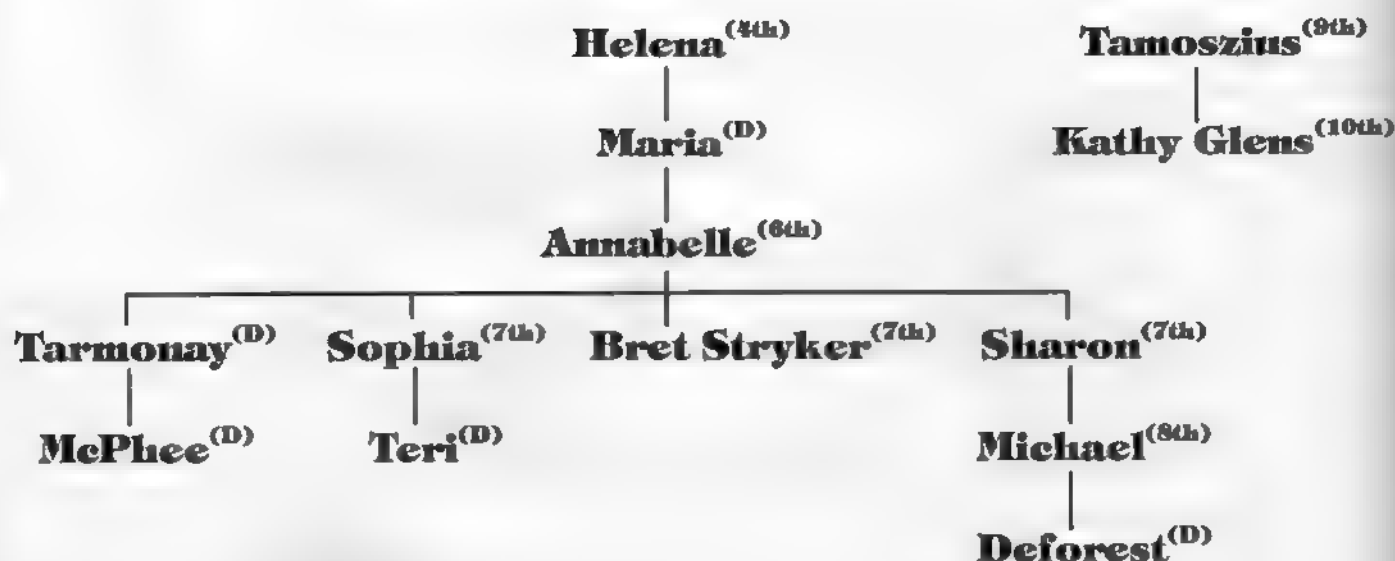
*These childhood things are hard to replace
But I found them again
In your smiling face
I was just shocked when your wires got crossed
And it was strange when you showed your fangs
Taoist Cowboys, I Didn't Know You*

The Toreadors are quite a degenerate clan; they have long taken that which is best in Chicago and ignored all the rest. They are the strongest proponents of Elysium — indeed, one of their principal demands of Lodin is that he protect its sanctity. They are generally very active supporters of the museums, opera, symphony and theater.

All of them are forced to be part of the high society of Chicago, and must regularly attend balls and other social events

sponsored or hosted by Annabelle. Before Maria vanished it was not so bad — Annabelle did not have the authority of clan leader to back up her authority as a member of the Primogen — but now she has both and they must as she says. Some suspect her of eliminating Maria simply so she would have the power to force them to her parties, but most realize how absurd this is. All are very interested in what happened to Maria, and would pay well for information as to her whereabouts. Few suspect that Annabelle

THE TOREADOR



D = Destroyed

is not the most powerful Toreador in the city, and all would be most interested in learning about the Methuselah Helena.

Helena ("Portia")

Around 1200 B.C., Helena was the most beautiful of Achean women. For the favorite daughter of the king of the coastal city of Argos, doted upon by her father and loved by the people, life was ideal. Then Minos came to visit. An ancient, horribly ugly man, he immediately fell in love with her. Helena despised him and his nocturnal ways. She told her father she wanted him driven from the city, only to see her father's eyes glaze over as he told her she was going to marry the old man. Horrified, Helena fled the palace in secret, taking only a single handmaiden. The two ran south along the shore of the Aegean sea. After a few hours they collapsed with exhaustion, and fell

asleep in a sea cave. When she woke it was dawn, and someone stood over her. It was Prince Prias, the most beautiful man she had ever seen. He easily convinced her to flee to his city in Asia Minor, where they would be safe from Minos.

For ten years they lived happily with Prias' family, one of the most noble houses in that part of the world. Finally, Minos tracked them down. Helena's horrible suspicions that he was not human proved correct. It seemed as though nothing could defeat the ancient Vampire as he tore through Prias' ancestral home looking for the princess who had escaped his grasp. Prias and his brothers put up a valiant struggle, but they were as mice against an elephant. Minos brushed them aside, pausing only long enough to hurl Prias through a wall. The Vampire then seized Helena and took her back to Greece.

Minos had long decided to turn Helena into a Vampire to rule Argos beside him. However, he decided first to punish her

for the trouble she had caused him — and to do so in a way he would enjoy. Chaining her to her father's bed, he fed off her each night, taking only slightly more blood than her body could spare, prolonging her agony over a number of months. On the night he drained the last of her blood he replaced it with just enough of his own, and left her locked in a room with her aged mother. Then he waited outside for the screams he knew would come when her first Frenzy subsided and Helena realized she had killed her own father.

Her spirit broken, she allowed him to arrange a marriage with her, and at its conclusion she even placed the crown upon his head. Together they became the rulers of Argos. Helena came to accept — and eventually enjoy — her new form, but she despised having to share her pleasure with Minos. As the years passed she sought a way to slay him, and eventually she journeyed to Delphi to ask the oracle this question. There she learned that drinking his Blood could both destroy her tormentor and make her more powerful, but she was warned that it would also destroy what was left of her soul.

Though he began to trust her more, Minos still kept Helena Dominated, and she was unable to exact her revenge. Then, after thirteen years, Prias returned. With a force of soldiers he surprised the Vampires as they were preparing to sleep for the night. He drove his wooden spear deep into Minos' breast, and as the old Vampire lay paralyzed, Helena sprang for her Sire's throat. She drank deeply, and felt new power flow through her as the last of his will left his body.

She and Prias lived happily in Argos until Helena realized her once-beautiful lover was aging. She offered to make him a Vampire, but he refused absolutely. Then she told him that by drinking her Blood he could gain immortality but not be cursed as she was. This offer he accepted, and the two remained

happily together for centuries. Eventually they left Argos and began to travel the civilized world. They reached Carthage just as the Brujah were raising it to its greatest glory, and became caught up in its splendor and dreams. They were there when Carthage attracted the enmity of the Ancients who controlled Rome. At first Helena and Prias fought for Carthage, but they soon saw who the winners would be. Together they fled the city and made their way to Rome, where they gave the Ventrue the information they needed to destroy the city. In exchange, Helena received the fief of Pompeii, where she lived happily in the belief that she had not an enemy in the world.

Unfortunately for Helena, one single fourth-generation Brujah had survived the massacre at Carthage. Menele (see Brujah), soon found out about Helena's treachery and swore vengeance for his shattered dreams and slaughtered friends. He tracked her to Pompeii, where he summoned a spirit of fire to destroy her. He quickly lost control of the spirit, and had to flee the city as fire rained down upon him, but he believed he had destroyed her. Helena, however, managed to survive thanks to Prias' aid. Together they fled to Egypt, where she plotted her revenge.

Thus it went for the next 1,300 years. It became one long battle against her ancient foe which neither seemed to be able to win. Finally, she and Prias dealt Menele a near-fatal blow in Spain. Only the rising sun kept them from finishing him off, but they hoped the sun would do it for them.

The next day, however, there was no sign of the Brujah. For almost a century they searched for him, but found no sign. For once, Helena was glad to not know where her nemesis was, for she had a new threat to contend with. She no longer gained sustenance from the blood of mortals; only the Vitae of Kindred could satisfy her needs. Soon this was limited to female Kindred, though she found that their Blood nourished her far more than any mortal blood ever had.

Suddenly Helena's Auspex picked up a trace of Menele — far across the sea. Amazed that there might be land across the Ocean, she quickly moved the Spanish Empire to send explorers westward. Once she learned of the New World, she joined the expedition of one Hernan Cortez, along with Prias and several female Progeny she made. Once in the New World, she lost track of Menele but heard from natives that he might have sought refuge among the Aztecs. With Cortez's help she destroyed that empire — and then, with other tools, the Maya — only to find no sign of her foe. Then she heard of the Incans. This time she allied herself with Pizarro and together they destroyed yet another Indian civilization. This time Menele was there, but he and his Incans proved no match for the Spaniard's superior technology and Helena's horde of Progeny. Menele barely escaped with his life, and fled north.

For the next several centuries Helena searched for him, finally finding him hidden among the Pueblos. He fled from there without even doing battle and Helena began to scent



victory. She began to track him across North America, but had trouble finding him among the many tribes.

Finally, in 1820, they met again on the plains of what is now Kansas, and Menele was again forced to flee. Again she tracked him, and in the process allied herself with the United States military. The next fight was at Fort Dearborn, where for a while it seemed as though Menele might win.

Allied with the Indian Chief Black Hawk, he proved to be almost a match for Helena and her blue-coated allies. Finally the two Methuselahs dealt each other thunderous blows, and both were left helpless. Prias took Helena to a place of safety under the fort, where she lay in torpor.

While in torpor, Helena has still been able to use her Auspex and Dominate to fight Menele. At first she was confident in her eventual victory, for she controlled the soldiers in the fort. Even when settlers began to populate the area she remained confident in her power. After the Civil War she realized that the military's power in the area was waning and civilian control was growing. She turned her attention to the growing city, only to find that Menele had already begun his work there, and now controlled the Prince. Casting about for a suitable pawn in this new game, she chanced upon Lodin. She then caused several of Chicago's Malkavians to light a fire which destroyed many of Menele's pawns. With these out of the way, Lodin defeated Prince Maxwell and ran him out of the city. With her Prince in power, she prepared to find Menele's body and destroy him. However, continuing battles amongst the Kindred, mostly instigated by Menele or herself, have thwarted these efforts.

The game is about to change. Last year, Helena felt herself starting to come out of torpor. She revived at the end of last year, suffering from a thirst almost beyond control. She had kept one of her descendants in the city in preparation for this day, though, and slew Maria (see below) quickly and silently. Now she is preparing to take a more active role in the war against Menele. However, she is still recovering from the effects of torpor and has yet to regain her old strength.

Sire: Minos

Nature: Plotter

Demeanor: Bon Vivant

Generation: 4th

Embrace: 1233 B.C. (Born: 1207)

Apparent Age: 20s

Physical: Strength 5(7), Dexterity 6(8), Stamina 4(6)

Social: Charisma 6(8), Manipulation 8, Appearance 5(8)

Mental: Perception 5(7), Intelligence 6, Wits 6

Talents: Empathy 3, Acting 6, Alertness 6, Brawl 7, Dodge 7, Intimidation 5, Subterfuge 6, Seduction 5

Skills: Etiquette 8, Firearms 1, Melee 5, Music 4, Stealth 3, Leader 5, Survival 3

Knowledge: Linguistics 5, Occult 5, History 5,

Disciplines: Auspex 7, Celerity 5, Dominate 8, Fortitude 5, Obfuscate 5, Potence 4, Presence 5, Thaumaturgy 3

Background: Influence 3, Retainers 2, Status 6

Virtues: Conscience 0, Self-Control 5, Courage 5

Humanity: 5

Willpower: 10

Blood Pool/Max per Turn: 40/8

Notes: Having just risen from Torpor, Helena has yet to recover her old strength. The number in parentheses is her score when she has fully recovered — probably within a few years. As it is, she should prove more than a match for anyone. Her extra levels in Auspex allow her to sense over a vast area as though she were looking down from high in the air, and to discover the location of anyone she knows (roll a number of dice equal to her perception with a target of 5 plus the prey's Obfuscate). Her additional levels of Dominate allow her to use Dominate without eye contact as long as she has knowledge of the person's location, to "lock out" other people's Domination of her victims (add 3 to their Willpower for resisting new Dominations until they have completed what Helena wants of them — sometimes this is never), and to use Dominate over a number of people (for every extra success she gets over the needed amount, she can roll that many dice to Dominate another person. Among her retainers is Prias, even though he is no longer Blood Bound to her.

Image: Even just coming out of torpor, she is one of the most beautiful creatures in existence. She still has dirt in her hair, though, and now goes by the name of Portia.

Roleplaying Hints: You are the greatest — act accordingly.

Haven: The Succubus Club

Secrets: A+

Influence: Through those she manipulates, Helena controls the whole city.

Maria

For years this beautiful Spanish woman was the most powerful Toreador in the city, a fifth-generation Vampire who lived for nothing but pleasure. She refused to join the Primogen, figuring them to be a hindrance to her pleasures. No one has seen her recently. In fact, she was Helena's first victim upon awakening.

Annabelle Treabelle

Born to a musician and a Parisian prostitute, Annabelle's childhood saw more ups and downs than her mother's dress. At times the family would have more money than they would know what to do with and at other times her mother would be in jail and her father unable to find work. Her unmarried parents did their best to make her youth as comfortable as possible, but their very lifestyles made the good times a fleeting thing. While Annabelle

grew up with natural talents which would have allowed her to follow in either parents footsteps, she decided marrying into wealth ranked as the only sure way of ensuring continual enjoyment of the good life. Aided by her father's short stint as court musician to the king of France, she made a splash in the social circles and became rapidly sought after as plaything to the nobility. However, due to the morality of the times, Annabelle soon found that her reputation as a strumpet would prevent her from ever marrying the nobles she so desired.

At this time Maria entered her life. Known to the court as a Spanish noblewoman recently arrived from the New World, Maria first became attracted to Annabelle's father, whose music she greatly enjoyed, and then to Annabelle herself. Appreciating the young French woman's great beauty and hoping she had inherited her father's skills, Maria revealed her true nature and embraced the young French woman. Telling the Neonate's parents that she would take Annabelle on a tour of the Americas, the two left France.

For more than 200 years the two enjoyed the wild continent together, and their natural sophistication made them popular wherever they went. Finally they reached Chicago, then at the height of its jazz age. The two settled in and made the town their own.

Unknown to either Annabelle or Maria, Maria had been dominated by her own Sire — Helena — to create female Kindred for her to feed on. Despite the fact that the two have had little to do with each other since coming to Chicago, Maria's disappearance has made Annabelle uneasy. After Helena, Annabelle is the eldest of the Toreador clan in Chicago, though you would never know it by her actions. She is a hedonist, living in the public eye under the name Ellen Stanley-Greer as the wife of John Greer, publisher of the Sentinel syndicate of newspa-

pers. Greer is an older man, in his late sixties, who is apparently completely under her control. The two have been married since the early sixties, and the local media have begun to comment on the apparent agelessness of Mrs. Greer.

She knows no other life except excess. Her existence is a decadent whirlwind of action and sensation. Many of the younger Kindred in Chicago spend at least a short time in her retinue, experiencing things quite literally undreamed of by mortal man. Lodin is continually at odds with her over her behavior and the continual threat of a media scandal.

She is a secret ally of Modius, the Prince of Gary, though this is now less of a secret than it used to be. Those who know of it believe it to be an attempt on her part to create friction between the two Princes, and thus to allow her a greater measure of power. She manipulates both, constantly altering the level of tension between them. However, no one knows her true motivations toward Modius. In fact, she Sired Modius in the early 19th century.

Sire: Maria

Nature: Bon Vivant

Demeanor: Bon Vivant

Generation: 6th

Born: 1722 (born 1698)

Apparent Age: early 30s

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 4, Manipulation 4, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Acting 3, Alertness 3, Athletics 4, Brawl 1, Dodge 2, Empathy 4, Leadership 2, Streetwise 1, Subterfuge 4

Skills: Drive 1, Etiquette 4, Firearms 1, Melee 1, Music 2

Knowledge: Bureaucracy 3, Finance 2, Law 2, Linguistics 4, Occult 4, Politics 2

Disciplines: Auspex 4, Presence 4, Celerity 3, Dominate 2, Fortitude 1

Background: Fame 4, Resources 4, Retainers 2, Influence 3

Virtues: Conscience 2, Self-Control 3, Courage 3

Humanity: 7

Willpower: 7

Blood Pool/Max per Turn: 30/6

Image: Of average height and slightly better-than-average build, Annabelle has stylishly-cut shoulder-length ash-blond hair recut nightly and wide, sky-blue eyes. She has a large, full mouth and the bearing and appearance of a high-fashion model.

Roleplaying Hints: Give yourself a very slight French accent and never stop talking. However, never talk to the same person for more than a minute. Always introduce them to someone else, even if they already know that person, and move on.



Haven: She lives with her "husband" in a mansion on the north side of Chicago, fairly near Downtown. It is possibly the nicest home in the Chicago area, and is filled with fine art. There is normally a party there every few days.

Secrets: B+

Influence: As a member of the Primogen Annabelle has considerable power, but she has gained even more since she became leader of the Toreador clan. She wields considerable influence over the mortals, largely because of the number of wealthy families who wish to continue to be invited to her parties. Among the Elders she is known as a talented schemer and a deadly enemy in the art of betrayal and deal-making.

Sophia Ayes

Sophia Ayes' obsessions attracted attention even when she was a little girl. She would work on the same page of the coloring book until every inch was filled with color, and would wash her face each night over and over again to make sure that it was clean. Her authoritarian father encouraged this, believing her actions to be cute and always wanting his little girl to be proper. When Sophia first became interested in dance at the age of five, she threw herself into it with a passion that frightened some of her teachers, and her father encouraged her in this as well. By her teens she was an apprentice at the Chicago Ballet — but as soon as she reached 18, Sophia left both the Ballet and her father, and went to work in Chicago's exotic dance bars. In this her father did not encourage her, but there was little he could do.



She became one of the most provocative strippers the city had ever seen and quickly became famous among a certain group of males. It seemed as if everything that she had pent up inside of her all those years was released when she was up on stage. Though the management discouraged it, she would turn the occasional trick on the side — the money offered was just too good to refuse.

In truth, though, it wasn't for the money that she did this — it was for the power she held over the men who watched her. For once, it was she who held all the cards, and there was nothing she could not get them to do. She only saw her father once again — when she saw him in the back of a crowd watching her dance, she began to perform just for him. At the end of the dance she opened her eyes, and he was gone. Over the years, Sophia became at home in the night world. She was tough and self-reliant, and her beauty and talents gave her a good enough living.

After a time, word of her talent reached even Annabelle, who, after visiting the club, decided to make Sophia's beauty immortal. Though this brand of dance was not generally recognized as art by the Toreador, Annabelle hoped it would give her recognition in the clan for discovering a new form. When Sophia first saw Annabelle she was transfixed, and something new was revealed inside her soul — a new way of perceiving herself. A whirlwind romance left Sophia unable to live without the beautiful French woman — and then Annabelle told her there was only one way to make their relationship complete.

Sophia, who now lived only for her mistress, gladly bared her neck and became one of the Damned. Annabelle envisioned Sophia renewing her reputation in her clan as a true connoisseur of art and a true Toreador. To that end, she invited some of the most notable members of the clan to a party at her mansion. They were impressed with Sophia's dancing to be sure, but the general sentiment was that it was not art. Yealmis, the Prince of Boston put it best: *"Sexual titillation is a fine and lovely craft, but it is more a matter of pressing the right buttons than creating something which is new and revealing, of beauty and solemn grace, of true and precious value. Try again, Annabelle."*

Almost instantly Annabelle's desire for Sophia ended. Sophia is only one bite away from being Blood Bonded to her Sire, but with the end of Annabelle's desire came the end of that type of intimacy. Though she still lusts after Annabelle, even that feeling is beginning to wane. However, if something else were to replace her obsession for Annabelle, the Elder would not be pleased.

Sophia, like all the other Toreadors, attends all of the Annabelle's parties, and has become a part of the social scene in her own unique way. Many know about her "exotic past" but find more excitement and humor in it than shock and embarrassment. At social affairs she is able to tease and provoke all the men with impunity, and make the most outrageous comments. Even when her language is coarse and her stories a little too near-

the-buckle, it is laughed away; after all, Sophia is Sophia. This has begun to frustrate her, as for years her life has been based on shocking people. She is likely to be looking for some way to shock Annabelle and the other Kindred of the city

Sire: Annabelle

Nature: Caregiver

Demeanor: Gallant

Generation: 7th

Embrace: 1981 (born 1960)

Apparent Age: 20s

Physical: Strength 3, Dexterity 4, Stamina 4

Social: Charisma 4, Manipulation 3, Appearance 5

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Alertness 2, Brawl 3, Athletics 4, Dodge 5, Intimidation 3

Skills: Drive 2, Ballet 3, Firearms 3, Dance 6

Knowledge: Occult 1

Disciplines: Auspex 2, Presence 3, Celerity 4

Background: Mentor 4, Resources 2, Retainer 1, Contract 3

Virtues: Conscience 3, Self-Control 2, Courage 4

Humanity: 7

Willpower: 9

Blood Pool/Max per Turn: 20/5

Image: A beautiful woman with rich black skin — think Grace Jones, but prettier. Dresses in designer evening gowns specially conceived to allow her great freedom of movement.

Roleplaying Hints: Look down you nose at anybody you are dealing with, especially men. Try to manipulate them as much as you can, especially if they try to mess with you.

Haven: She has a condo inside the Loop.

Secrets: B

Influence: Sophia maintains relationships with a number of influential and powerful older men (in secret, of course — they are all married). They tend to be more of the type who spend money rather than making it, but together they still possess a considerable influence. Indeed, many of them are already controlled in one way or another by other Kindred who think they have a monopoly on this influence. Sophia has not yet used these men in any sort of intrigue, but it is likely that her attempt to shock the Kindred of Chicago will eventually involve them in one way or another.

Bret Stryker

Bret Stryker was born good looking, and he knew it even then. He got into bodybuilding in 1980 when he was 16 and kept up with it — but only to the extent that it made him even better looking. He never liked to work very much, and so he

slipped very easily into crime. In his South Side neighborhood it was almost expected. After being jailed for holding up a 7-11, he learned the down side of being so good-looking. Still, when the opportunity presented itself for him to make some easy money as an exotic dancer after he got out of jail, he jumped at the chance. Ever since, he has relied on the generosity of other people, male and female, who support him because of his looks and his willingness to provide certain favors.

Something made him uneasy about Annabelle's offer to take care of him. She was much better-looking than most of his patrons, but she had a way about her that disturbed him like no one else ever had. However, after one night with Annabelle, he knew he wanted no one else. With her he experienced pleasure beyond words. Within a week Annabelle had decided that this beautiful dancer would be the second Neonate promised her by the Primogen. She Embraced him without warning, and told him afterwards what he had become. After a short period of horror and shock he adjusted well enough, and grew to enjoy his new form.

Annabelle had been angered by her clan cousins' rejection of Sophia, and saw in Bret a chance to snub her nose at them. She has forced him to continue his dancing and continually tells him and others what a great artist he is. Most of the matrons of high society have seen him dance at one time or another, but they treat him with contempt or feigned respect. Annabelle only really requires his services as a bodyguard, and has no interest in anything else about him.

While Bret's attraction to Annabelle has waned slightly, he is now Blood Bound to her and will do anything she says. However, Bret always was petty, and in the absence of orders from Annabelle he is as likely to use the situation to her disadvantage as to her advantage. However, she has made him



pledge to keep her safe from harm, so there are limits to what he can do. Bret also maintains a life among the mortals; he still dances and takes his favorite Vessels from the women who come to see him.

He tends to be very sullen at Annabelle's parties. He will sit in the corner and glare at anyone who even looks like they are going to talk to him. That is, unless he thinks he can get something he wants from someone — then he will be one of the most charming young men you have ever met. It can be quite startling to watch the transformation.

Sire: Annabelle

Nature: Bon Vivant

Demeanor: Cavalier

Generation: 7th

Embrace: 1983 (born 1961)

Apparent Age: Early 20s

Physical: Strength 5, Dexterity 4, Stamina 4

Social: Charisma 5, Manipulation 5, Appearance 5

Mental: Perception 3, Intelligence 2, Wits 2

Talents: Acting 3, Alertness 1, Athletics 4, Brawl 2, Dodge 2, Subterfuge 3

Skills: Drive 4, Etiquette 3, Firearms 2, Security 2, Dance 1

Knowledge: Chicago 3,

Disciplines: Auspex 2, Celerity 3, Presence 4

Background: Mentor 4, Resources 1, Retainer 2

Virtues: Conscience 1, Self-Control 4, Courage 3

Humanity: 6

Willpower: 7

Blood Pool/Max per Turn: 20/5

Notes: Carries two heavy pistols in shoulder holsters.

Image: A handsome, blond, athletically-built young man with long curly hair and blue eyes. Tall and muscular with a wry smile. Only dresses in the sharpest suits.

Roleplaying Hints: If you're talking to someone either good looking or rich, charm them to death (do such a good job that even someone who knows you will be swayed). Otherwise ignore them, or better yet snub them.

Haven: The Ponytail Club where he still dances. Annabelle has bought the club and made him manager, but he's doing a rotten job of it. Mostly he is wherever Annabelle is, acting as her bodyguard.

Secrets: B-

Influence: None, other than what Annabelle gives him. His retainers are just two old cronies from his breathing days.

Sharon and Michael Payne

In 1923, Sharon and Michael Payne were the epitome of Jazz Age swingers. Dilettantes of second-generation money,

Sharon and Michael had no past to maintain and looked only to the future. They were an integral part of Chicago's flapper-age jazz clubs and speakeasies, and a major part of the social scene being created by the "new money" of Chicago. They were even involved in the arts themselves — Sharon was well-known for her exceptional flower arrangements and Michael as a painter of moderate talent.

It was Sharon who first came to the attention of the Kindred. Annabelle was captivated early on by Sharon's fierce independence and the wild abandon with which she lived life. After watching her for some time she approached the flapper and initiated a relationship — Sharon and Michael had an open relationship, but still Sharon kept it secret from her husband. At first Annabelle simply fed from the woman, but eventually she approached her with the idea of becoming a Vampire. As she expected, Sharon was entranced by the idea. Right after her own Embrace, Sharon sought — and gained with Annabelle's support — permission to Change Michael as well.

For the first 25 years, everything was perfect. The two were a constant part of Chicago's ever-changing nightlife, and it seemed as though nothing could ruin their happiness.

Such destruction eventually came from within. It started with little things — an argument about music or a victim savored too long. Soon anything one did would send the other into a rage, and led to enormous squabbles that culminated in the near-destruction of a nightclub and almost led to their deaths. Finally the two separated, but not without threats of revenge.

Their feud has endured and grown in the decades which followed. They will go to any extent to keep each other from having any pleasure. This has ranged from stealing away each other's anticipated victims, blowing up each other's cars and Havens, and even destroying works of art because the other liked



2. They frequently enlist other Kindred in their battles, promising them anything to get their aid.

It is unlikely that any Lick new to the area will realize that the two are married, as neither uses their common last name any more. Indeed, many of the city's Ancillae are unaware of this relationship, though they do know about the feud. None is aware that the two are still Blood Bound. Sharon and Michael will reward anybody who helps them, but should the other be murdered, the murderer(s) will find they have an implacable enemy in the survivor.

Sharon

Sire: Annabelle
Nature: Director
Demeanor: Gallant
Generation: 7th
Embrace: 1929 (born 1894)
Apparent Age: 30s
Physical: Strength 3, Dexterity 3, Stamina 3
Social: Charisma 5, Manipulation 5, Appearance 4
Mental: Perception 3, Intelligence 3, Wits 3
Talents: Subterfuge 4
Skills: Etiquette 4, Firearms 1
Knowledge: Nightlife 4, Chicago 3
Disciplines: Auspex 4, Celerity 1, Presence 5
Background: Allies 1, Contacts 2, Resources 4, Retainers 2
Virtues: Conscience 3, Self-Control 1, Courage
Humanity: 6
Willpower: 6



Blood Pool/Max per Turn: 20/5

Image: She was a flapper at the time of the Change and still looks like one. Short hair and slim, attractive build.

Roleplaying Hints: You are wrapped up in your vengeance. Sprinkle your conversations with angry denunciations of Michael.

Haven: Nice house in Highland Park

Secrets: B-

Influence: None

Michael

Sire: Sharon
Nature: Director
Demeanor: Bravo
Generation: 8th
Embrace: 1929 (born 1891)
Apparent Age: 30s
Physical: Strength 3, Dexterity 2, Stamina 3
Social: Charisma 4, Manipulation 5, Appearance 4
Mental: Perception 3, Intelligence 3, Wits 3
Talents: Acting 3, Athletics 1
Skills: Drive 2, Etiquette 3
Knowledge: Nightlife 3, Chicago 2
Disciplines: Auspex 3, Celerity 3, Presence 3
Background: Contacts 3, Herd 1, Resources 3, Retainers 3
Virtues: Conscience 2, Self-Control 2, Courage 3
Humanity: 6
Willpower: 6
Blood Pool/Max per Turn: 15/4
Image: Very handsome and dashing in an old-fashioned sort of way. Looks a lot like a young Cary Grant.
Roleplaying Hints: Suave at all cost. You are too cool for words.
Haven: House in Roselle
Secrets: C-
Influence: None

Sir Henry Johnson (Sir)

In his day, Sir Henry Johnson was an enterprising and highly-decorated English naval captain. For this reason the Vampiress Sondra chose him to serve her during her first journey to the United States. Dominated by the woman into loading her coffin into the hold of the ship and preventing any of the seamen from going down there except when she needed to feed, Johnson proved a capable retainer. When they arrived in Baltimore, Sondra forced him to desert his own ship and together they set off across America. However, neither was prepared for the daylight Indian attack which almost killed both of them.



That night, in a surge of desperation, Sondra drained her retainer of all his blood. Refusing to let him die, she fed enough of it back to him so he could heal his grievous wounds. During the next several years she taught him what it means to be a Vampire and then they parted ways, never to see each other again.

In recent years he has given in completely to his Nature. Only now truly certain that he is indeed immortal, Sir, as he asks others to address him, feels that there is little reason to maintain the charade of his Demeanor. Because of what he once was, he instinctively sides with the Elders in the conflict that divides the city. Sir's only problem is that he has a tendency to become sloppy in his feeding and living habits. While he has yet to do anything to draw extreme attention to himself, Ballard is familiar enough with Sir to know that he has done wrong.

Sire: Sondra

Nature: Bon Vivant

Demeanor: Cavalier

Generation: 10th

Clan: Toreador

Embrace: 1858 (born: 1825)

Apparent Age: Early 30s

Physical: Strength 2, Dexterity 3, Stamina 1

Social: Charisma 3, Manipulation 3, Appearance 4

Mental: Perception 2, Intelligence 3, Wits 3

Virtues: Conscience 3, Self-Control 1, Courage 3

Talents: Acting 2, Alertness 2, Brawl 1, Dodge 2, Empathy 3, Leadership 4, Subterfuge 2

Skills: Etiquette 2, Firearms 2, Melee 2

Knowledge: Bureaucracy 2, Finance 2, Law 2, Linguistics 3, Occult 2, Politics 1

Disciplines: Auspex 4, Presence 3

Background: Herd 2, Resources 3, Retainers 1

Humanity: 7

Willpower: 5

Blood Pool/Max per Turn: 13/1

Image: Sir Henry is a fairly large, dark-complexioned man, and while there is an air of dignity about him, it's painfully obvious that he over-indulges in almost all areas of his life. Only rarely is he not flushed red with an overfill of blood.

Roleplaying Hints: Speak with a nasal tone when you first speak with someone, but unless you can do it well, skip the British accent. Keep your back straight, your manner forceful, and do nothing that would endanger your honor—but every once in a while, wobble a little bit from the alcohol you have imbibed, and let the players see a glimpse of your degeneration just before the Scene ends.

Haven: A fine yacht in the harbor

Secrets: C

Influence: Little to none. He shows up at most of the Toreador parties, but other than that he tends to stay out of everyone's way. Still, Anarchs suspect that he has done some work for the Ventrue in the past.

Tamoszius Kuszleika (Nero)

Tamoszius was born with extremely rare musical gifts. He was also born into a dirt-poor Lithuanian family with no money for instruments and no time for lessons.

Tamoszius finally found a fiddle, warped and battered, when he was eight. He taught himself to play, and soon became a regular at local dances. He was soon the talk of the area, though it was as often for his odd appearance and frenzied behavior as it was for his musical talents.

After a few years, this talk about the maniac with the fiddle attracted the attention of a Russian Vampiress named Natasha, who was enthralled by what this five-foot demon could do with his bow.

She offered him the chance to perfect his talents through all eternity, and Embraced him as soon as possible. However, this was in the late 1800s, when harsh winters and crack-downs on dissent were causing many Lithuanians to flee the country.

Tamoszius fled Lithuania with other immigrants, searching for the land of milk and honey. He arrived in New York City in 1890 but followed many other Lithuanians to Chicago, where he began to make a name for himself as a musician. He began to build an impressive reputation, and decided to drop out of mortal society before he could become inconveniently famous. Now he plays mainly for his own enjoyment, though he still plays at night at folk festivals and

workings among the city's Lithuanian community. Generally he will lock himself in a sound-proof basement and play non-stop for a week, leaving with a frenzied, ravenous thirst. He once forced several of the Midwest's best violinists to listen to one of his weeks of passion. None was ever seen again.

However, Tamoszius has recently begun to notice that his passion for the violin is beginning to fade. His week-long playing sessions are becoming more and more an excuse to revel in the pleasures of the Blood afterward than opportunities to explore the far realms of music.

Sire: Natasha

Nature: Fanatic

Demeanor: Bon Vivant

Generation: 9th

Embrace: 1885 (born 1848)

Apparent Age: 40s

Physical: Strength 3, Dexterity 5, Stamina 5

Social: Charisma 3, Manipulation 3, Appearance 3

Mental: Perception 3, Intelligence 4, Wits 5

Talents: Streetwise 2, Empathy 5,

Skills: Etiquette 4, Music 5

Knowledge: Linguist 2

Disciplines: Auspex 2, Celerity 2, Presence 4, Protean 2

Background: Contacts 1, Fame 1, Retainers 2

Virtues: Conscience 0, Self-Control 0, Courage 2

Humanity: 0

Willpower: 6

Blood Pool/Max per Turn: 14/3

Image: Five feet tall and preternaturally thin, with long, corpse-thin fingers. Hooked nose and blazing eyes.

Tends to dress rather shabbily.

Roleplaying Hints: Laugh and cackle to yourself a lot.

Express sympathy for the characters' problems and then burst out laughing. Picture yourself as a Malkavian more than a Toreador.

Haven: House in North Chicago

Secrets: C

Influence: None

Kathy Glens

Kathy's burning ambition since the age of ten was to be the world's greatest guitarist. With every new Hendrix or Clapton album, this ambition grew and grew. By 1971, when she was fifteen, nothing else mattered. Unfortunately, she faced the same problems shared by many talented female musicians at the time. Fans just did not accept female musicians unless they were singers or folk artists. Not only was Kathy primarily a rock guitarist, but she refused to add lyrics to her songs because of the (correct) assumption that they would detract from the power of her performance. This helped to ensure her status as a minor local cult figure instead of a performer with a national reputation.

It also attracted the attention of Tamoszius, who had felt nothing but disdain for rock 'n' roll until he heard her play.

Every time she played for three months, the diminutive violinist was sure to be in the audience. Finally, he went to her and made the same offer Natasha once made him — an eternity to perfect this musical gift. Kathy, after becoming convinced of Tamoszius' sincerity (and sanity!), accepted the offer as eagerly as the violinist himself once did.

Kathy was just beginning to become bored with rock when punk appeared on the scene. While this new style attracted just as many bigots and chauvinists as any of the old ones, many female musicians took it as an opportunity to flaunt their own styles. Kathy was slow to join this radical movement, but when she did she jumped in with a vengeance. She is one of the founding members of Baby Chorus and her talent is one of the key reasons the band has found such a strong local following. However, she is still likely to rip into an improvised solo which leaves the other band members with nothing to do on stage for up to an hour on end.

Sire: Tamoszius

Nature: Fanatic

Demeanor: Fanatic

Generation: 10th

Embrace: 1971 (born 1953)

Apparent Age: Teenager

Physical: Strength 2, Dexterity 2, Stamina 4

Social: Charisma 2, Manipulation 3, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 3

Virtues: Conscience 2, Self-Control 3, Courage 3



Talents: Brawl 2, Dodge 3, Leadership 3
Skills: Drive 1, Melee 4, Repair 2
Knowledge: Chicago 3
Disciplines: Auspex 1, Celerity 4, Presence 3
Background: Allies 2, Fame 2, Retainer 1
Humanity: 7
Willpower: 7
Blood Pool/Max per Turn: 13/2

Notes: Uses her high celerity to ensure her position as the fastest guitarist any of the characters is likely to ever see.

Image: A rather normal-looking young woman, with long brown hair and hazel eyes. Dresses casually — jeans and a band T-shirt.

Roleplaying Hints: You are a sincere and interested listener, but your interest in a conversation is likely to wane if people expect you to do the talking.

Haven: Across the street from the Cave

Secrets: B

Influence: None



Tremere

The Tremere are easily the most organized clan in the city. They share common objectives and are well-practiced in working closely together to achieve those objectives. However, the clan leader, perhaps as a result of his youthful appearance, does not have the full respect and obedience of the others. The Tremere clan as a whole is very interested in Chicago since there are things happening in this town which they do not fully understand. In many ways they think of those Tremere in

Chicago as expendable probes, intended to be used to find out what is going on but not expected to bring any other benefits to the clan. They know full well that Nicolai is being controlled by a Methuselah, but they do not know who.

Nicolai

The Magus visited Nicolai Antonescu for the first time when he was a little more than five-years-old. It happened one day as Nicolai was working in the vegetable field his family cultivated while his father worked with the other village men on the count's land. Nicolai was immersed in tugging up carrots when he felt a shadow across his heart and sensed an ominous presence behind him. He turned to see an old, bearded man dressed in fine robes of silk, peering down at him with grey eyes — eyes that could surely see through stone walls.

After several minutes of terrifying silence, the man spoke. "You will do" was all he said. Then he began to walk away. After a few steps he turned, and said, "I shall return for you when you are older. You had best be prepared". Then he raised his arms, and disappeared like a candle being blown out.

THE TREMERE

Nicolai ^(6th)

Dusable ^(7th)

Erichtho ^(7th)

Marshall ^(8th)

Nicolai ran home as fast as he could, but when he got there he found he could tell no one what had happened. Each time he tried, his mouth simply would not open. All he could do was cry, which he did for several hours.

During the next three years, Nicolai watched for the stranger with a mix of apprehension and curious anticipation. He continued to work diligently in his family's fields because it gave him time to be alone with his thoughts. It also kept him away from the other village children who teased him constantly for being a dreamer, and the adults who would look at him strangely when they thought he could not see. He now sensed that he did not belong here — that he was destined for something more than pulling up weeds.

Then one day the Magus returned while Nicolai was in the fields. He wrapped the boy in a black cloak much like the one he himself wore, and led Nicolai off down the road. They passed several groups of peasants from his own village, but, much to Nicolai's surprise, the peasants never looked at the odd pair. After walking for several miles in silence, they came to a carriage guarded by several armed men with strange emblems on their shields. Once they got in the old man removed both their cloaks. Only then did the armed men then seemed to notice them, whereupon they got in the carriage and began heading north along the King's highway.

As they traveled, the Magus explained to Nicolai what it meant to be an apprentice. By the time they reached the boy's new home high in the hills, Kundera Covenant, he was quaking with fear and anticipation. For the next four years he served as the Magus Stromberg's apprentice, and began to learn the mystical arts. He proved to be a quick learner with great natural aptitude.

One night, after a long day's effort on a strange new ritual his master was creating, Nicolai heard Stromberg cry out. Rushing to his master's chambers, he found the old magus leaning over the cat which had been his familiar for years, with blood streaming down his face. Before Nicolai could move, his master leapt on him and bit deeply into the boy's throat. Stromberg came to his senses only after he had drained Nicolai completely. Not wishing to lose a valuable apprentice in this way, the Magus turned his apprentice into his Neonate.

When the apprentice awakened to find himself drinking blood, Stromberg had a great deal of explaining to do. He told Nicolai that he and other senior Magi in House Tremere had discovered a way to make themselves immortal, but that it required the drinking of blood. The ritual they had worked on for so long employed the Blood of a Vampire, and it bestowed all the benefits (but, he said, none of the weaknesses) as that type of creature. Once again Nicolai was both horrified and excited by what he had become.

For centuries he served his master and the other Elders of the Clan loyally in their struggle against the other Kindred. Finally, in 1869, after proving himself to them, he was given his own city. Because of the incredible growth occurring in the New World, they sent him to the United States with orders to take control of the fast-growing metropolis of Chicago. They also

ordered him to keep this control hidden from the other Kindred, as is the Tremere way. For the most part, Nicolai has succeeded in following these orders.

Nicolai first began to weave his web of control during the power-struggle between Lodin and Maxwell. He secretly dominated those few Kindred who survived the Great Fire and still supported Maxwell. Under his control they betrayed the old Prince, leaving Lodin forever in Nicolai's debt. Lodin realized only too well that Nicolai must control some of his subjects as tightly as he had controlled Maxwell's. Nicolai then took his place in the city's Primogen. However, despite his proficiency at this game, Nicolai is still a child at heart. If his plans are ever thwarted, he is likely to become irrational.

Sire: Stromberg

Nature: Child

Demeanor: Director

Generation: 6th

Embrace: 1314 (born: 1303)

Apparent Age: 10

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 5, Manipulation 4, Appearance 3

Mental: Perception 5, Intelligence 7, Wits 5

Virtues: Conscience 0, Self-Control 3, Courage 3

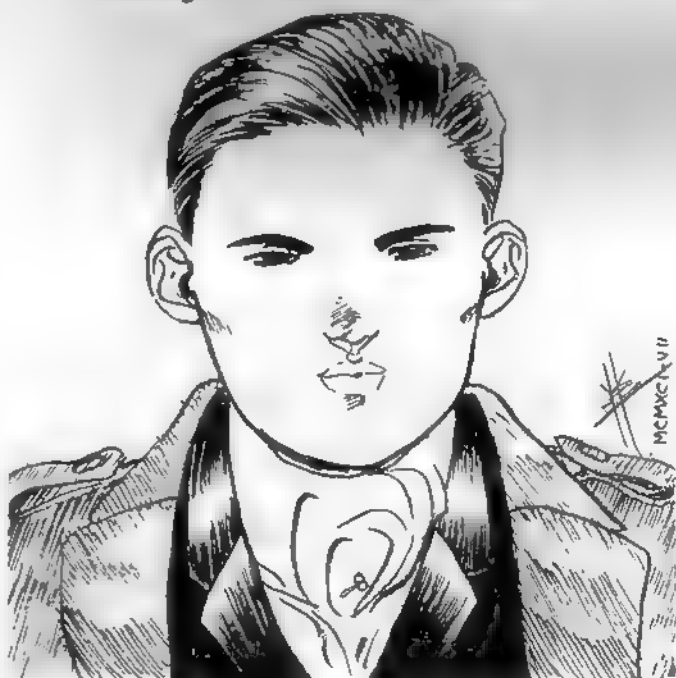
Talents: Alertness 1, Leadership 2

Skills: Etiquette 2, Stealth 1

Knowledge: Computer 3, Linguistics 4, Medicine 4, Occult 7, Politics 3, Chicago 5, Finance 5

Disciplines: Auspex 5, Celerity 2, Dominate 5, Fortitude 1, Obfuscate 2, Potence 3, Thaumaturgy 5 (Movement of the Mind 5, Taste of Blood 4, Lure of Flames 3, Weather Control 3).

Rituals: All level one rituals, Calling the Restless Spirit, Eyes of the Past, Innocence of the Child's Heart, Rending Sweet Earth and Protean Curse



Background: Herd 2, Influence 3, Mentor 5, Resources 5, Retainers 4

Humanity: 4

Willpower: 10

Blood Pool/Max per Turn: 30/6

Image: A handsome young boy with thousand-year-old eyes. Dark haired and swarthy skinned. Dresses in fine-cut suits.

Roleplaying Hints: Stare deeply at anyone you are talking with. Always stay calm with arms folded unless you are thwarted — then go wild.

Haven: A mansion near downtown Chicago (the Chantry — see *Coteries*, p. 156)

Secrets: A

Influence: Nicolai is very well-connected in the art community. As a patron of considerable wealth, he garners great respect and more than a little confusion, “*You mean that kid there paid for this whole exhibit?*” Practically speaking, he has little power among the mortals, though as a member of the Primogen he has considerable sway among the leaders of the city. Also, as clan leader of the Tremere, he has considerable forces at his command.

Abraham DuSable

It was during World War II that Nicolai began to consider adding other Tremere to Chicago. Since he wanted to prove himself to the Tremere Elders and didn't want any of his control or power taken away by others of greater age, he had no desire to recruit from other cities. However, he felt the need for someone who at least *appeared* older, as his youthful appearance was a hindrance at times. Slowly he began to pick through the minds of Chicago's elite in search of a suitable subject.

He came upon Abraham DuSable almost by chance. DuSable, a cultured and able lawyer, was becoming more and more frustrated at the constraints of his aging mortal shell. The great depth of this anger stemmed from the fact that, despite his great skill as an attorney, his high intelligence and his ability to trace his heritage back further than almost any white man in the city, his being black would forever prevent him from attending the opera, having a drink at one of the men's clubs, or riding the whites-only trolley.

Nicolai found this embittered 60-year-old perfectly suited for his plans. He visited the lawyer one night when DuSable was feeling especially bitter, and after a brief display of the capabilities of his small form, convinced the distinguished gentleman to become his Neonate. Nicolai was surprised that he needed to use none of his skill at Domination to accomplish this. DuSable had some family in the city, but it was a simple matter to fake his death in an apparent racist attack.

After several months, during which time he informed Lodin what he had done, Nicolai took DuSable to Vienna to meet

New Rituals

Calling the Restless Spirit (Level two ritual): allows the caster to speak with someone who has died. Requires an Intelligence + Thaumaturgy roll against the targets Willpower with the caster needing two successes. Must be cast within 10 ft of the dead person's corpse. If caster attempts communication with a ghost, she does not have to be near the body but must be in the area the ghost haunts. This spell does not affect Vampires until after they have been destroyed.

Eyes of the Past (Level three ritual): shows what happened in your present location at a specific time in the past, up to five years ago. You can see what happened in the past as if you had been standing where you are now.

Illusion of Peaceful Death (Level three ritual): heals obvious wounds on a corpse, causing a body to appear as though it died a natural death. While it does not add blood to a corpse, this ritual makes it less likely anyone will notice how much is gone. Still, the body must still have at least half its original blood for this ritual to be successful. Caster must “dust” the body with a white feather.

Gentle Mind (Level three ritual): grants the target four extra willpower points usable only for preventing frenzy. Caster and target must share a point of blood, keeping a Tremere from casting this spell on himself.

Innocence of the Child's Heart (Level four ritual): makes the caster appear to have a white aura untainted by any sign of Vampirism. Requires a toy which once belonged to a mortal child be carried with the caster while the spell is in effect. Nicolai invented this ritual and is extremely proud of it. He has not demonstrated it to any other Tremere yet; he hopes to spring it on the clan at a particularly dramatic moment.

Rending Sweet Earth (Level four ritual): creates a 10 ft by 10 ft chasm leading to where a Vampire has gone during Earth Meld. A successful ritual automatically wakes the Cainite if she was asleep, but will not do so if she was in torpor. Spell must be cast at the exact spot where the Vampire entered the earth, and caster must repeatedly strike the ground with a leather whip.

Protean Curse (Level four ritual): turns the target into a bat as per the fourth level of Protean. Requires a vial of blood from a rabid Vampire Bat be drunk by the target. Can be cast on Kindred or Kine, and the target will only turn back to human form when the spell is cast on her again.

the Tremere Elders. The Tremere was all DuSable had ever hoped for. Here was true power, based solely on his ability to use it, not on the color of his skin. He willingly drank the Blood of the Elders for a three-day period and was then completely and happily bound to the clan.

During the succeeding decades, DuSable has never questioned the morality or ethics of what he has done. He has little interest in mortal society, though upon returning to Chicago he did consider revenge against all whom he felt had wronged him over the years. Nicolai quickly dissuaded him. Since then, his years of tutelage with Nicolai have led him to feel that revenge is a petty desire compared to the drive for power which motivates most Tremere.

DuSable is the most prominent Tremere any player characters are likely to meet in the city. He runs the Chantry where Nicolai stays and is known among the Tremere throughout the nation. He feeds mostly on animals because he finds it convenient and so he will not have to disrupt his study of Thaumaturgy. Still, he does occasionally hunt a human for variety and, though he is unwilling to admit it, the sheer thrill of power involved. He still tends to follow Nicolai on most matters, but his primary loyalty lies with the Tremere itself. Except for one single mistake — the creation of Maldavis — he would be completely fulfilled. Now he is always fearful that someone will discover that it was he who created her.

Sire: Nicolai

Nature: Conformist

Demeanor: Curmudgeon

Generation: 7th

Embrace: 1943 (born 1877)

Apparent Age: 50s

Physical: Strength 3, Dexterity 2, Stamina 3

Social: Charisma 4, Manipulation 4, Appearance 2

Mental: Perception 5, Intelligence 6, Wits 5

Talents: Acting 2, Intimidation 3, Leadership 3, Subterfuge 6

Skills: Drive 2, Etiquette 3, Melee 3



Knowledge: Bureaucracy 3, Finance 3, Law 5, Occult 5

Disciplines: Auspex 5, Dominate 3, Thaumaturgy 4 (Lure of Flames 4, Taste of Blood 3, Weather Control 2)

Rituals: Defense of the Sacred Haven, Wake With Evenings Freshness, Communicate With Kindred Sire, Deflection of Wooden Doom, Calling the Restless Spirit, Eyes of the Past, Illusion of Peaceful Death, Rendering Sweet Earth

Background: Contacts 3, Mentor 4, Resources 5, Retainers 1, Influence 3

Virtues: Conscience 0, Self-Control 3, Courage 2

Humanity: 4

Willpower: 9

Blood Pool/Max per Turn: 20/5

Image: A tall and noble-looking man with gray-speckled hair and glasses. Always dresses sharply — if a bit out of date — and carries a heavy silver-topped ebony walking stick (his melee weapon).

Roleplaying Hints: Speak very softly unless what you're saying is important. Then speak with the very boom of thunder.

Haven: The Chantry

Secrets: A-

Influence: DuSable still knows the darkest secrets of some of the most influential figures in the legal establishment of the city. He holds the dirt on judges, lawyers and politicians. From time to time he uses this information to blackmail these individuals in pursuit of a desired aim, and sometimes he does it simply out of spite. If the characters ever need the heat turned off, the best person to turn to is DuSable — though his price might be high.

Garwood Marshall

Garwood Marshall was one of the numerous fine black jazz musicians who, just prior to World War II, found themselves squeezed out of the better-paying gigs by the rising number of white bands. A very skilled horn and saxophone player and a capable singer, Garwood was despairing of ever earning the recognition he felt he deserved when DuSable entered the picture.

DuSable was quite taken with the angry young man, and for a short time near the end of the war, ran a jazz club primarily so Garwood could have a place to play. At the end of the war, Garwood was still unable to break into the big time and his anger was rising. DuSable, feeling that the time was ripe, approached Lodin and was given approval to make Garwood his Neonate. He explained the situation to the musician, who was completely fascinated by the idea. Garwood asked for time to think it over, but was already hooked. By the end of that week, he was a Vampire.

Much to DuSable's dismay, Garwood has shown little inclination toward the pursuit of power which so marks the Tremere. Garwood's anger at not being recognized while mortal came from the fact that he knew he really was good, not out of a need for audiences to admire him. Since becoming one of the Undead, he has spent most of his time trying to perfect his musical skills and adding to the number of instruments he can play. In fact, during the time he spent in Vienna being Blood Bound to the clan Elders, he spent every night in the Staatsoper Opera House, watching the Vienna Philharmonic practice and perform.

However, as the years passed, even Garwood began to tire of music. He found little of interest in rock 'n' roll, tired of the jazz scene, and saw little hope for classical music. Then came the rise of punk. Leery at first at what he considered barely music, Garwood was soon swept up in the raw passion and energy of the music and first played with a punk band in 1979. He was one of the founders of Baby Chorus, a band he thought up after his first meeting with Kathy Glens at one of Chicago's early punk clubs. His fraternization with Brujah, Toreadors and a Malkavian has not gone unnoticed by the powers-that-be in the Tremere, and he is currently under suspicion.

Garwood knows this, and is not willing to do anything else which might disrupt his standing in the clan or force him to lose the band.

Sire: DuSable

Nature: Architect

Demeanor: Gallant

Generation: 8th

Embrace: 1937 (born 1918)

Apparent Age: 20s

Physical: Strength 4, Dexterity 5, Stamina 4

Social: Charisma 4, Manipulation 2, Appearance 3

Mental: Intelligence 4, Perception 4, Wits 4

Virtues: Conscience 4, Self-Control 3, Courage 3

Talents: Empathy 5, Streetwise 2

Skills: Drive 2, Music 5

Knowledge: Nighlife 3

Disciplines: Auspex 2, Dominate 3, Presence 2, Thaumaturgy 2 (Weather Control 2)

Rituals: Wake with the Evening's Freshness, Deflection of Wooden Doom

Background: Fame 2, Retainers 2

Humanity: 9

Willpower: 8

Blood Pool/Max per Turn: 15/4

Image: A handsome young black man with short hair and a trim mustache. Dresses casually yet stylishly.

Roleplaying Hints: You still enjoy life a great deal. Laugh a lot and keep the conversation rolling.

Haven: An old abandoned jazz club

Secrets: B



Influence: None, unless you count the huge amount of respect that those in the music scene grant him. In a time of need he might be able to wring out a favor or two, or certainly be able to Dominate them more easily.

Tracy Graves ("Erichtho")

A wave of intense interest in the occult swept through America in the late 1800s, hitting Tracy Graves like it did many other Americans. The writings of Shelley, Blake and Byron did much to stimulate her curiosity, but it was the burgeoning Theosophist movement which most captured her attention. By the time she graduated from college, she was corresponding with a number of Theosophists in Europe and India and visiting numerous scholars in the Midwest.

It was not Tracy's knowledge which attracted Nicolai as much as it was her natural beauty. He had become a Vampire well before puberty, a fact which left him with the gnawing feeling that he had missed out on something important. His life among the Tremere had given him little opportunity to form any close attachments, and for the past 500 years he had met no one he could call friend, much less lover. By 1897 he had established himself as a force in the city, and for the first time in his long life, began to think about enjoying himself.

He met Tracy through her father, a prominent attorney whom Nicolai had Dominated to do some legal work for him. Nicolai fell completely, hopelessly in love with the young woman after his first glimpse of her. He informed Lodin that he was going to create a new Neonate, and then began the process of wooing Tracy. He brought her gifts, wrote her poems and played music outside her window. Much to his chagrin, Tracy

her his attentions with mild amusement, and was barely flattered that this little boy — apparently the precocious son of one of her father's clients — was so interested in her.

Greatly embarrassed by his clumsy attempts at romance, Nicolai decided to change tack. He appeared before her one night as she walked home from a meeting of a small Theosophical group. He spoke to her about the occult, and right before they reached Tracy's house, gave her a brief display of his Thaumaturgical powers. He then offered Tracy the chance to become what he was. Unknown to Nicolai at the time, a key Theosophical belief is the role of Masters, higher beings who come to Earth in a variety of forms to aid humanity in its advance. Tracy gladly accepted Nicolai's offer, believing him to be one of these Masters. Needless to say, she was almost mad with horror when she realized that his offer had culminated in her becoming a Vampire.

Tracy's horror was paralleled by Nicolai's anger and pain when she ran off following the transformation. He quickly tracked her to a hiding-place where she had tried to commit suicide with one of her father's revolvers. Nicolai gave her more Blood so she could heal herself. He explained to her what her new existence entailed, and then Dominated her to prevent her from attempting suicide again. Then he tried to decide what to do with her.

Finally, his reluctance to admit failure overcame his pain and anger. He forced the young woman to travel to Vienna, where she was to become one of the Tremere. However, on the journey, Nicolai committed his one crime against his clan. Tracy made a supreme effort to throw off his Domination, and hurled herself from the train on which they were traveling. She would have died from her injuries had Nicolai not fed her with his Blood one more time — thus Blood Bonding her to himself and making it impossible for the clan to do so. He believes that so far this has gone unnoticed.

For a while he kept Tracy at the Chantry, convincing himself that she would one day come to love him. As time passed, though, he became more sure that this would never be. Finally, 10 years later, he freed her — though he did order her to keep herself alive and do nothing to hurt him. She fled Chicago, and for the next forty years she roamed the world, trying to come to grips with her new existence. She returned to the city after World War II, having taken the name Erichtho (a necromancer and witch in Roman mythology) to cloak her ties with her family, which is still prominent in Chicago politics.

She was no closer to understanding the meaning of her existence, but she had heard about Golconda from other Cainites and has since devoted her existence to attaining this state. She has also done her best to disrupt various Tremere plots without bringing attention to herself, and has aided Chicago's Anarchs, though generally without their knowledge. During the most recent upheavals she met and became friends with Maldavis. The Anarchs' defeat was a crushing blow to Erichtho, and she has maintained a low profile ever since. She currently maintains

a mansion in Wilmette from which she carries on an active correspondence with occultists and mystics across the world.

Erichtho has learned how to control some forms of spirits. Indeed, she currently has two spirit retainers — a ghost like the ones in Peter and Tammy's haven (see *Nosferatu* above) and a poltergeist (treat as having a 3 rating in the Fire and Movement of the Mind aspects of Thaumaturgy) who protect her Haven.

Sire: Nicolai

Nature: Cavalier

Demeanor: Loner

Generation: 7th

Embrace: 1897 (born 1879)

Apparent Age: Late teens

Physical: Strength 3, Dexterity 4, Stamina 5

Social: Charisma 5, Manipulation 4, Appearance 5

Mental: Perception 5, Intelligence 6, Wits 6

Talents: Alertness 2, Dodge 2, Empathy 4

Skills: Drive 1, Etiquette 2

Knowledge: Computer 3, Linguistics 5, Occult 6, Chicago 4

Disciplines: Auspex 5, Dominate 4, Thaumaturgy 3 (Taste of Blood 3, Lure of Flames 3)

Rituals: Defense of the Sacred Haven, Wake with Evening's Freshness, Communicate with Kindred Sire, Deflection of Wooden Doom, Calling the Restless Spirit, Gentle Mind. Also knows some non-Tremere magic (give her additional powers as you feel they are needed — for instance, the ability to cause people to hallucinate)

Background: Allies 3, Contacts 3, Resources 3, Retainers 2



Virtues: Conscience 5, Self-Control 5, Courage 3

Humanity: 10

Willpower: 9

Blood Pool/Max per Turn: 20/5

Image: A very pretty, full-figured brunette. Has green eyes and fair, lightly freckled skin.

Roleplaying Hints: Smile a lot but say little. When you do speak, try to make it as innocuous as possible.

Haven: A condominium in North Chicago

Secrets: B+

Influence: She has more contact with the magi of the world than any other Vampire in Chicago, perhaps even in North America. Most Tremere avoid any contact with

those who they call "of the Old Order," but Erichtho has never really considered herself a Tremere and certainly does not consider herself under "their" restrictions. In time of great need she may be able to call upon these distant correspondents, who have so much more power than she could ever imagine. Some are wizards of great power — by no means charlatans or amateurs — and if they felt that she was truly in danger they would come to her aid. They may be surprised that she is of the Damned, but they would help her. This is her trump card, and the irony is that she does not realize that she has it.

Ventrue

The Ventrue are very well organized in Chicago and generally speak with one voice. Their sole purpose is to maintain the status quo; they are in power right now, and any change in Chicago's power structure would threaten that control. They fight change at every turn. Their leader, Lodin, is the city's Prince and all the other Ventrue are descended from him. Though the Ventrue may have trouble with Lodin at times — and many other internal dissensions and rivalries — the clan always presents a united face to the outside world. Most of the Ventrue privately covet Lodin's position, but personal ambition is put aside — at least for now — to keep the Ventrue in power.

Olaf Holte ("Lodin")

The Prince of Chicago began his life in Norway, but moved to the New World with his parents in 1830. Olaf Holte grew up in Pennsylvania, and earned a commission to West Point thanks to his father's support of a victorious congressman.

During the war with Mexico, he was praised for his conduct during the Battle of Vera Cruz, when troops under his command seized one of the artillery positions overlooking the Bay of Campeche. Some of the troops grumbled, noting that Lt. Holte stayed safely in the rear while the charge was led by a sergeant who died in the attack. But the lieutenant overlooked their mutterings (and their whining about his taking the silver eagle from a dead colonel) and went about the important business of enjoying the beautiful Mexican city — especially the part a naval friend of his said swarmed with *putas*.

Despite the heavy fighting, much of the city remained intact, and the young army man was delighted to discover two beautiful women talking in the moonlight. He introduced himself in his fractured military-academy Spanish, and they seemed

impressed when he showed them his silver eagle and told them he was one of the commanders of the occupation force. If they were his friends, he said, he could make sure things went well for them.

The young army officer had unknowingly encountered Eletria, the Toreador Prince of Vera Cruz, and her lover, a Ventrue named Datura. Unsure of how to handle this mighty invasion force, they were actually looking for an American commander to help them, and were delighted to encounter this dashing young "colonel." Datura at first planned to Dominate him, but the Prince vetoed that plan when, back at their Haven, her Telepathy revealed his lies. She was angry, but also quite taken by the handsome and audacious Norwegian. She felt the desire to Embrace him, but was afraid to risk Datura's jealousy. So, she invited the Ventrue to Change the man instead.

At first Datura demurred, but flattery, coupled with her own desire to Sire, led her to sink her teeth into the lieutenant's throat shortly before dawn. Since all their plotting had been conducted through in silence of *Auspex*, they took Holte quite by surprise when Eletria grabbed his arms in a grip of iron and Datura sank her teeth into his neck. Thus Holte spent his first day as a Cainite locked in deadly embrace with his sire and her lover.

For the next several nights Holte began to learn of the life of the Damned. His instructors, both old and wise, taught him well, and he soon revelled in the power he wielded over mortals. He discovered a great pleasure in feasting on the blood of young and attractive women. His stay in the city outlasted the American presence, and the three Cainites spent 22 happy years together. However, the vile snake of jealousy began to worm its way into their equatorial Eden.

At first Datura dismissed her fears of losing the Prince's love. As the years passed, though, doubt grew to suspicion and

THE VENTRUE

Lodin^(7th)

Jackson^(8th) Peterson^(8th) Weatherbottom^(8th) Thornhill^(8th) Lorraine^(8th)

Drummond^(8th) Neally^(8th) Ballard^(8th) Hinds^(8th) Capone^(8th) Schumpeter^(8th)

Lawrence^(9th) Sovereign^(9th)

Gaughan^(9th) Chuc Luc^(9th)

= Sired by Lodin

suspicion to jealousy. Every glance between Holte and Eletria served as another reminder that the Prince's love must be shared. Every moment Datura spent alone became another moment the other two spent together. Soon her hatred of her own Get became all-encompassing. She began to snipe at him and interrupt his hunts. There followed covert — and later, open — attempts on his life. Finally Eletria sent Holte away. Datura's jealousy was threatening the stability of the city as well as their own centuries-old relationship. Her last advice to him was to seek a growing city, like Chicago, and make himself its Prince.

Holte took his Prince's advice and moved to Chicago, where he presented himself to Maxwell, the ruling Prince. He assumed the name Lodin and spent several years gaining allies among the city's Kindred, planning a revolt for 1875. The destruction caused during the fire on Devil's Night in 1871 gave him an opportunity he could not ignore, and he brought his plans forward eagerly. Supported primarily by other Ventrue, Lodin attacked Maxwell's mansion and forced him into personal combat. The years of soft living as Prince had begun to tell on Maxwell, and Lodin swiftly gained the upper hand. However, right before he could deal the killing blow, Maxwell transformed himself into mist and made his escape on the night winds, never to be seen in Chicago again.

Settling into the role of Prince, Lodin quietly took steps to remove his Ventrue allies from the scene, lest those who had rebelled against one Prince should decide to rebel against another. He looked forward to a long and peaceful reign, as pleasant as his early times in Vera Cruz. Then the city's intricate power structure began to make itself felt. First, the Primogen began to exert its control. Soon he realized that some of the most powerful figures on the city were Toreadors, not Ventrue. And finally Modius rose to power, and began to threaten Lodin as Lodin had once threatened Maxwell.

Lodin managed to deal with that threat, just as he dealt with the various factions of the Anarchs during their scattered revolts throughout the century. But the need to be constantly on his guard wrought a change in the carefree Norwegian. He became paranoid and suspicious, unable to relax in his role or to give it up. He began creating a brood to help keep him in power, but found the constant need to destroy the incompetent and the overly ambitious. Still, with the aid of the Primogen, he has been able to maintain his substantial power and crush all attempts to usurp it.

Sire: Datura

Nature: Bravo

Demeanor: Plotter



Generation: 7th
Embrace: 1852 (born 1824)
Apparent Age: Early 30s
Physical: Strength 3, Dexterity 4, Stamina 5
Social: Charisma 6, Manipulation 4, Appearance 4
Mental: Perception 4, Intelligence 4, Wits 3
Talents: Acting 1, Alertness 2, Brawl 2, Dodge 3, Intimidation 3, Leadership 3, Subterfuge 3
Skills: Animal Ken 1, Etiquette 4, Firearms 2, Melee 2, Linguistics 1
Knowledge: Bureaucracy 2, Computer 3, Finance 1, Investigation 1, Occult 2, Politics 6, Chicago 4
Disciplines: Animalism 1, Auspex 3, Celerity 2, Dominate 6, Fortitude 4, Obfuscate 1, Potence 1, Presence 4, Protean 4
Background: Contacts 5, Herd 4, Influence 4, Resources 4, Retainers 5, Status 5

Virtues: Conscience 1, Self-Control 2, Courage 2

Humanity: 3

Willpower: 9

Blood Pool/Max per Turn: 20/5

Notes: Lodin has taken great care to teach his Get only those Disciplines he thinks they need. He has taken equal care to keep anyone from learning about his Animalism, Obfuscate and Protean abilities: powers his earliest teachers taught him. His sixth level of Dominate allows him to make people rationalize the actions he forces them to take, thus making them believe that their actions were their own and were the proper ones.

Image: A gaunt tall man, he has very Nordic features. Blue eyes, prominent cheekbones and blond hair.

Roleplaying Hints: You will do anything to maintain your power, but the strain is beginning to tell. You have become snappish, and have little patience with others' problems. Let a little bit of a Norwegian accent creep into your voice (it is very flat, very midwestern and the vowels drag out slightly. "*Yas, we can do that. But what vill you do for me?*")

Haven: A condo in the Metropolitan Life building, as well as an entire floor in the Sears Tower and several others.

Secrets: A-

Influence: Much of Lodin's power comes from his lieutenants. They control much of the city and have divided it up according to his orders. However, the Prince has taken great care to ensure that only he controls the police, which he views as the city's most powerful mortal force. Indeed, the threat of police campaigns has proven one of the most effective ways of keeping recalcitrant Kindred in line. Lodin's control of the police does not extend to all ranks, nor does it give him absolute, precise control over their activities. If the characters are caught engaged in illegal activities the

police will attempt arrests no matter how much the characters may be in the Prince's good graces. Normal police procedure is followed unless and until orders to the contrary filter down from Lodin. Characters who trade shots with the police may have to face a SWAT team, and so on. If the characters can somehow contact Lodin he may be able to call the police off, but he can be difficult to reach. Also, he must consider the Masquerade — pulling out a SWAT team in the middle of a firefight with armed and dangerous criminals could raise too many questions. Far better, then, that some incompetent fledgelings are destroyed, for the greater good.

Tommy Hinds

Tommy Hinds' first job was as a blacksmith's helper, a position he fled to join the Union army during the Civil War. Here, he encountered graft and corruption in the forms of shoddy muskets and rotten blankets. In his mind, more men were killed by the greed of the quartermasters and corrupt businessmen than by Confederate bullets. His feelings were sharpened when a defective musket blew apart and killed his only brother.

Returning to his hometown of Chicago, Hinds put all his money into real estate and devoted his life to fighting corruption. By 1906 he had been a reform member of the city council, a Greenbacker, a Labor Unionist, a Populist and a Bryanite — and a wealthy man besides. Through the years he became convinced that there was no way to control the industries which corrupted his city — the only option was to destroy them and he became a prime mover in Chicago's socialist movement.

He was among socialism's most vocal proponents as it surged in popularity, and this is what made Lodin notice him. Lodin had no doubt that Chicago's powers would survive this form of rebellion, just as they had survived the Pullman strike and the Haymarket Square riot. However, his recent battles with Modius had shown him the growing power of the city's proletariat, and he decided it was time to exert some control over them. He picked Hinds to be his pawn since he was impressed with the mortal's obvious leadership qualities and felt Hinds' city-hall political connections indicated an ability to work both sides of the fence. He kidnapped Hinds late one night in 1906, and Changed him without warning.

The agonies of the Change were nothing compared to what followed. Hinds' first victims were fellow-socialists whom Lodin had locked in the cellar with him. Lodin then Dominated Hinds and used him to help defeat Modius and his allies in the labor movement. In fact, it was Hinds' knowledge of the socialist leadership (Kindred and kine) and advice on whom to bribe and whom to blackmail which enabled Lodin to destroy Modius and push him back to Gary. Hinds also gave critical advice on the ruin of Gary and its steel industry.



Hinds stayed under Lodin's control only by means of the Prince's powerful Domination. As the years went by, Hinds' strength of will grew until, with the help of Jurgis Rudkus (see *Nosferatu*, above), he was able to break free of the Prince's control. He immediately joined the growing Anarch movement, and has been a force in it ever since. To this day he is considered a black-sheep Ventrue, and is unwelcome at all clan functions. The Prince will not destroy him as long as he presents no direct threat, for if a Blood Bond were forced upon him he could be as useful a tool within the Anarch movement as he once was within the socialists. The Ventrue as a whole are sure that he would never betray the clan and threaten their rule over Chicago. So as long as he remains relatively quiet, Hinds is safe. Hinds only feeds on old businessmen

Sire: Lodin

Nature: Director

Demeanor: Visionary

Generation: 8th

Embrace: 1906 (born 1850)

Apparent Age: 50s

Physical: Strength 4, Dexterity 4, Stamina 5

Social: Charisma 5, Manipulation 4, Appearance 3

Mental: Perception 4, Intelligence 4, Wits 5

Talents: Brawl 2, Dodge 2, Empathy 4, Leadership 5, Streetwise 1, Subterfuge 1

Skills: Etiquette 2, Firearms 2, Stealth 1

Knowledge: Bureaucracy 3, Finance 2, Investigation 2, Law 2, Politics 4, Chicago 5, Oratory 3

Disciplines: Auspex 2, Dominate 4, Fortitude 2, Presence 5

Background: Allies 2, Contacts 3, Influence 1, Resources 3, Retainers 2, Status 2

Virtues: Conscience 4, Self-Control 4, Courage 4

Humanity: 9

Willpower: 10

Blood Pool/Max per Turn: 15/4

Image: Short (5 ft 7 in) but compact and muscular, with short dark brown hair and big brown eyes. Has a large handlebar mustache, but in these modern times usually keeps it shaved off.

Roleplaying Hints: Get swept up in whatever you are doing. Become loudly committed to your plans quickly and emphatically.

Haven: A downtown hotel he still owns. It is now divided up into a number of "condos", one of which he occupies.

Secrets: B+

Influence: Most of his power and allies still come from the unions and old-timers who remember the aid of this mysterious, excitable man. More importantly, he is the leader of the Coterie of old socialists, and is able to make use of their influence when needed.

Edgar Drummond

Edgar Drummond was the son of an 1800s railroad tycoon who believed "the boy" was far too stupid to take over his enterprise. Edgar found this out only after the old man died, leaving him with a token amount of money and his two younger brothers with control of the railroad. Furious, Edgar started his own railroad, swearing that it would soon gobble up the one his father had built. But Edgar's father had been a good judge of character, and in no time the railroad was in trouble and Edgar was almost penniless.

As Edgar prepared to go cap-in-hand to his brothers, he was approached by two of the bankers who had originally helped finance his railroad. Astonishingly, they seemed unperturbed at the company's problems, and offered him more than enough money to keep it operating in exchange for 51% of the stock and the right to name the vice-president.

In no time at all, the company was prospering just as Edgar had hoped. Even though the new vice-president did little for the business, the company was somehow making money hand-over-fist, and Edgar was able to indulge his passion for actually running the trains. The company's success attracted a good deal of notice in the business world, and caught Lodin's eye. As Chicago was becoming the nation's most important rail hub, the Prince was looking for someone to take charge of the railroads for him — and as the owner of the fastest-growing railroad company in history, Edgar seemed ideal. Edgar nearly fainted at the offer of total control of every train, every station and every yard of rail in the city, and the Ventrue rail baron started work the very next night.



Ironically, it was Edgar's disappearance which revealed the falsity of his company's success. The ensuing investigation turned up a labyrinth of corruption, illegal stock manipulation and other abuses, and even under the lax market laws of the day, the company was shut down.

Edgar revels in his power. He runs Chicago's trains from command centers in the hearts of the city's train depots. Key employees are Dominated to the point where he can give them coded orders over loudspeakers at all the depots ("Operatives 9 and 24, respond to a 213 in quadrant 7") and his only greater pleasure is the exact scale model of the city's rail and subway networks which he maintains in his Haven, a heavily-guarded warehouse in the marshalling yards south of Union Station.

Edgar's once-substantial power has been eroded by the growth of air and road travel, but he still considers the railroads to be the backbone of Chicago's commerce. He has tired of hearing "this nonsense" about trucks and planes over and over again, and may fly into a rage if characters insist on telling him that rail travel is obsolete. He protects his empire with unmatched zeal, and feeds solely on bums, hobos and other 'deadbeats' who dare trespass in his realm. Lodin often promises to allow Edgar to make a lieutenant one day to help in his "vast duties" but has continued to put off that time.

Sire: Lodin

Nature: Child

Demeanor: Plotter

Generation: 8th

Embrace: 1865 (born 1831)

Apparent Age: 30s

Physical: Strength 2, Dexterity 2, Stamina 4

Social: Charisma 2, Manipulation 5, Appearance 1

Mental: Perception 2, Intelligence 2, Wits 1

Talents: Intimidation 4, Leadership 4, Subterfuge 4

Skills: Repair 4, Train Engineer 5

Knowledge: Bureaucracy 2, Computer 2, Railroads 4

Disciplines: Dominate 4, Fortitude 4, Presence 4

Background: Allies 2, Influence 1, Resources 5, Retainers 5

Virtues: Conscience 0, Self-Control 0, Courage 0

Humanity: 0

Willpower: 5

Blood Pool/Max per Turn: 15/4

Image: A fat, child-like man with a sooty engineer's cap perched on his flabby head.

Roleplaying Hints: You are pompous and ill-mannered. Through your control of the railroads you are the most important Cainite in the city; make sure that others know it, and treat you accordingly. You hate to be called Edgar, and will fly into a rage, screaming in your loud whiny voice if anyone refers to you as anything but Mr. Drummond — or Sir.

Haven: A railroad warehouse in the marshalling-yards south of Union Station.

Secrets: D+

Influence: Drummond controls Chicago's railroads and everything and everyone in them. Because of the very pervasiveness of his Domination, he can give simple coded orders over loudspeakers in the rail yards and have his wishes carried out. He also has a group of security guards armed and trained to deal with Kindred; most of his key employees are trained to use guns and have weapons stored at their central work post. Most of the rail yards are fenced with 12-foot chain-link fences topped with barbed wire. Drummond takes trespassing very seriously.

Horatio Ballard

The American Civil War and the years just after proved to be boom times for the nation's industrial barons, if not for the country as a whole. It was the dawning of the age of the Vanderbilts and Rockefellers. Wealthy financiers robbed the government of millions of dollars in railroad contracts, speculation in public lands and a host of other enterprises. Chicago joined the thievery a little late, but its position as the principal city of the Midwest and the gateway to the West put local businessmen in a strong position to steal and pilfer from public and corporate coffers.

However, none of the city's financial cutthroats could compare for pure ruthlessness and guile with Horatio Ballard, whose lust for money and power could only be matched by his appetite for huge quantities of gourmet food. The son of an

Young businessman and legislator, Ballard moved to Chicago during the Civil War to join an uncle who was selling meat to the Union army. Ballard proved to be supremely gifted in finding the cheapest, most pitiful steer and horseflesh and getting the government to pay top dollar for it.

He and his uncle used their profits to invest heavily in railroads which railroad men told them would be used for the country's growing transportation network. They also started a construction company which specialized in the highest prices for the shoddiest work, and dabbled in the stock market, where they learned the fine art of creating dummy corporations and selling worthless stock to incautious investors. By 1871, Ballard and his uncle were worth millions.

Then came the great fire. Ballard and his uncle were engaged in one of their epic late-night suppers when they heard screams in the streets. They rushed out of their mansion just as it burst into flames. Accounts differ as to what happened during that mad flight. According to Ballard, his uncle stopped to rescue a favorite pet Pekinese, and was crushed by a falling beam. Other witnesses claimed to have seen Ballard strike the older man down from behind with a heavy cane, and leave him to the growing flames. One witness disappeared and the other changed her story, so the police never investigated the case. Shortly thereafter, the son-in-law of the local ward boss became vice-president of the construction company.

Upon his uncle's death, Ballard found himself in sole possession of one of Chicago's largest construction companies and positioned as one of the city's wealthiest and most influential citizens. Rebuilding after the fire made him richer still, and his investments soon spanned the nation's financial structure. Ballard had never married, and to all appearances his main interest other than money were the incredible banquets he threw for himself. Twelve-course meals, including numerous deserts, massive quantities of beef and gallons of liquor, became the rule.

Still, it came as a shock to Ballard when he suffered his first heart attack. Horrified by this indication of his own mortality, Ballard spent huge sums on legitimate medical research, but following a second attack, began showering gold on any quack who offered him some hope of continued health. Desperate as he was, though, even Ballard was skeptical of the scruffy little man who came to him with tales of immortal Vampires.

He became less skeptical when the little man presented him with an immobile, staked human corpse with skin as hard as stone, which he claimed to have found near dawn on a rooftop. Ballard bought the staked creature for \$5,000 and pondered his next move for more than a month. Finally, one night in a locked basement, equipped with cross, rosaries and garlic and supported by a dozen armed private detectives who had been well-paid for their silence, Ballard removed the stake.

The creature collapsed on the floor, and could barely moan out its entreaty for blood. Ballard pricked his own finger, and let a few drops dribble into its mouth. More, Ballard told it,

would depend on its own cooperation. His guards bound the creature with handcuffs and chains, and man and Vampire spent the rest of the night in deep conversation. Come the dawn Ballard left the room pale and weak, drained of much of his blood but possessed of a greater understanding of the nature of Vampires and their role in the city than any other mortal.

During the day he replaced the stake in his captive's heart and then went seeking Lodin, whom his prisoner said had just become Prince of the city. According to the creature, this Lodin had staked it and left it to die in the sunlight for its support of the previous Prince. Accompanied by several of Pinkerton's finest, Ballard entered Lodin's haven.

That night, Lodin awoke to find a monstrosity huge man sitting next to him with a stake poised over his heart. Surrounding him were mortals with revolvers and shotguns ready. Ballard told Lodin that the Prince's only hope for survival was to make Ballard himself a Vampire. Lodin's immediate reaction shocked Ballard. Before the financier could react, his 600-pound form flew across the room and crashed against a wall. By the time he had recovered, he saw Lodin sucking the blood from the last of his guards. While the Vampire's suit was ruined by numerous blasts from shotguns and revolvers, he seemed uninjured.

Lodin threw the guard's corpse away from him and advanced on Ballard. As death strode toward him, Ballard utterly lost control of himself. Crying and screaming, he begged Lodin not to kill him, offering the Prince money, blood, power — *anything* to let him live. It took him several minutes to realize that the Vampire had stopped moving, and was regarding him thoughtfully.

Lodin had realized who the intruder was, and began to consider his options. He realized he needed help in controlling



the growing city, and the idea of making this massive fiscal pirate his lackey appealed to his aristocratic side. Laughing, he informed Ballard that this was indeed his lucky night. Unwilling to search for a neck beneath the mortal's various chins, Lodin bit into Ballard's fleshy wrist and drank deeply.

When the transformation was over, Lodin told the Neonate of his plans for him. In exchange for eternal life and a prominent position as Lodin's lieutenant, Ballard would guarantee the Prince enough money and power to meet every contingency. Ballard's first job was to slay his staked prisoner, who had violated the Masquerade.

Over the next several years Ballard served Lodin well, as much through fear as loyalty. Each time Lodin demanded money — any amount, however large — he had to provide it immediately. For truly immense sums, Lodin sometimes permitted Ballard three days. It was not easy, but over the years, as Ballard's wealth and control over the business world grew, it became easier. Then came the rise of Modius, and for the first time Ballard saw fear in his overlord's eyes. As the Anarchs came closer to overthrowing Lodin, Ballard realized that only his work and his control of the city's business leaders kept them from taking over. His fear of the Prince turned into disdain, and by the time Modius was defeated he began to consider making his own bid for power.

He stopped considering when he realized that some of the Elders who met in Elysium were actually the Primogen. Ballard had suspected the presence of a power behind Lodin, but he had had no idea they were so powerful. The knowledge that they now supported Lodin as Prince, though some did so grudgingly, left Ballard resigned to his status as lieutenant, for the present.

This did not stop him from trying to expand his authority. His knowledge of the nation's financial networks and the influence of his extended family left him in a solid position to extend the empire he had built in his breathing days. He took responsibility for destroying Gary's economy after Modius moved there, shifting investments away from the city and dominating business leaders into incompetence. His manipulations have kept favored Cainites wealthy and content while punishing those out of favor, Kindred and kine alike. Most Vampires now regard him as one of the major powers behind the throne.

Ballard's mortal family makes up one of his greatest assets. They have roles in all aspects of the city and state, and some have gained national prominence — with Great-uncle Ballard's support, of course. However, his family could also be his greatest weakness. Part of the reason he has kept them so heavily dominated over the years is that he can only feed on the children of his family. All the children must spend at least a week a year with him when they are about eight or nine, during which time they are forced to adapt to his sleep cycle and serve him as Vessels.

Ballard is able to hold down massive amounts of food. While most Kindred regurgitate the slightest intake of food or drink, Ballard can shovel it down in massive quantities and hold it down for days due to his great Willpower and constant practice. Indeed, he still achieves great pleasure by eating mortal food, and enjoys the fact that it tends to disgust other Kindred.

Sire: Lodin

Nature: Curmudgeon

Demeanor: Conniver

Generation: 8th

Embrace: 1881 (born 1832)

Apparent Age: 50s

Physical: Strength 3, Dexterity 2, Stamina 4

Social: Charisma 1, Manipulation 5, Appearance 1

Mental: Perception 3, Intelligence 5, Wits 5

Talents: Brawl 2, Intimidation 5, Subterfuge 5

Skills: Etiquette 3, Leadership 4

Knowledge: Bureaucracy 4, Finance 5, Law 3, Politics 4, Chicago 4, Industry 5

Disciplines: Auspex 4, Dominate 5, Fortitude 4, Potence 2, Presence 4

Background: Allies 5, Contacts 5, Herd 4, Influence 5, Mentor 3, Resources 5, Retainers 5, Status 4

Virtues: Conscience 0, Self-Control 0, Courage 0

Humanity: 0

Willpower: 10

Blood Pool/Max per Turn: 15/4

Image: A grotesquely-obese Caucasian, beginning to go bald. Rolls of flesh hang off him, and he looks like a parodied Chinese Buddha in a tent-sized business suit.

Roleplaying Hints: One of your greatest assets is the ability to leave anyone who meets you unsettled and ill at ease. Arrange your meetings in such a way as they will leave the other people at a disadvantage. Always seek the upper hand in all your dealings.

Haven: A heavily guarded family estate on the North shore of Chicago.

Secrets: B

Influence: Ballard controls most of Chicago's white-collar business as well as its industry, and controls the law firms and banking through his Neonates. He rules Chicago business as if it were one giant corporation owned by himself, granting the presidencies of companies to his favorites or the children of his favorites. He does not attempt to dictate the policy of each company, but is able to effect almost any change he desires.

Lawrence Ballard

The law firm of Ballard, Anderson & Baitman has never been one of Chicago's largest, but it has always managed

to maintain an impressive list of corporate clients. Lawrence Ballard joined the firm, which was founded by his grandfather, shortly after graduating from law school in 1921. In no time at all he had made his mark as a worthy successor to the scheming and manipulative ancestor who had made the firm what it was. His specialty was the growing area of stock offerings, and soon having Lawrence as legal advisor could assure a company of having its offer instantly accepted by the market.

However, the Great Depression brought an end to Lawrence's good times. Though the family kept hold of much of its money, there was no more to be made in the stock market. He turned his attention to other areas of corporate law, but found business hard to come by despite his impressive reputation.

It was at this point that "Great-Uncle Ballard" came visiting. Like all the other members of the Ballard family, Lawrence had visited the fat old man as a child. He remembered those visits in the same way as most of his siblings and cousins did — as something pleasant to recall, but nightmarish to dream of. Thus Lawrence, who was sending his own children to visit Ballard, accepted the nocturnal visit with a mixture of excitement and trepidation. However, Ballard had come only to ask some legal advice on the subject of eviction. Impressed by his young relative's legal knowledge, he was soon a regular visitor, always with some question relating to his seamy business dealings.

After two years of this, Ballard decided that the legal marvel was exactly what he needed as a lieutenant. He obtained permission from the Prince, and told the younger Ballard what was in store for him. The lawyer was horrified at first, but after looking deep into Ballard's eyes he realized just what a fantastically good idea it was.

For years, Lawrence served his obese granduncle with all the devotion he could muster. Freed from the commitment of a daily legal practice, he has been able to throw himself into a study of the law unavailable to most practitioners, purely for his own benefit and interest.

Recently, Ballard has stopped Dominating Lawrence as he once did and the lawyer is beginning to become disgusted with his existence, especially when he sees his own great-grandchildren being abused by his Sire. While he is unable to take any direct action against Ballard, Lawrence has begun passing information to Juggler and Hinds in the hope that they might one day destroy this monster. Lawrence himself feeds on the partners of Chicago's larger law firms.

Sire: Ballard

Nature: Cavalier

Demeanor: Conniver

Generation: 9th

Embrace: 1939 (born 1900)

Apparent Age: Late 30s

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 4, Manipulation 5, Appearance 3

Mental: Perception 3, Intelligence 4, Wits 5



Talents: Acting 4, Alertness 2, Intimidation 4, Leadership 2, Subterfuge 5

Skills: Drive 2, Etiquette 3, Firearms 2

Knowledge: Bureaucracy 4, Finance 2, Investigation 4, Law 5, Politics 4, Oratory 2

Disciplines: Dominate 3, Fortitude 3, Presence 4

Background: Allies 3, Contacts 5, Herd 2, Influence 4, Resources 3, Status 1

Virtues: Conscience 4, Self-Control 2, Courage 4

Humanity: 8

Willpower: 9

Blood Pool/Max per Turn: 14/3

Notes: Because of the dangerous game he is now playing between the prince and the Anarchs, Ballard has begun to turn paranoid and carries a heavy pistol with him at all time.

Image: A scholarly-looking lawyer, he had a mustache and beard when Embraced but now remains generally clean-shaven. If characters make a Wits + Alertness roll (3 successes with a target of 7), they will spot a marked family resemblance to his immense relative.

Roleplaying Hints: You are very analytical and, on first meeting someone, take the opportunity to probe him or her with questions.

Haven: A large downtown office building housing one of the city's largest law firms.

Secrets: B+

Influence: Lawrence has many contacts in the Chicago legal and business communities, and has maintained extensive influence over the movers and shakers of judicial Chicago. He knows and has influence over the

the senior partners in almost all the law firms in the city. Because of his contacts with them, little goes on in the legal and business communities without his knowledge. Indeed, much of what occurs is a direct result of his machinations. While the Brujah Critias may control the judges, Lawrence has the lawyers.

Alan Sovereign

Alan Sovereign made his first million in questionable mortgages and loans to GIs returning from World War II. He made more money from the government's home loan program for the soldiers than he did through his own efforts. In the 1950s he became president of a small bank in Southeast Chicago, and became richer by using the bank's money to buy up land which bribed public officials told him would be used by the growing public transportation system. With these profits he began investing in the stock market. No one could say he *played* the stock market, because that would imply an element of chance. Sovereign was a master of acquiring inside information.

For all his millions, Sovereign was helpless when the IRS caught up with him. Jailed for a year and fined more than \$2 million for tax evasion, Sovereign left jail a bitter and broken man.

On his first night out of jail he was visited by a strange, obese man who promised him revenge if he would do as he was told. The fat man gave him \$750,000 to invest, at a handsome fee.

Sovereign still had his old contacts and these, combined with his lack of scruples, were all he needed to double that \$750,000 within a year. Ballard was quite pleased with the results, gave his Blood to the man for the first time, and put him in control of substantial assets. For the next five years Sovereign was happy with this arrangement, and this knowledgeable and able retainer helped make Ballard even more wealthy than he already was. However, neither one had forgotten Ballard's promise of revenge. When Ballard finally obtained permission from the suspicious Lodin, he happily turned the banker into his lieutenant. His lieutenant then turned several IRS agents into missing persons. Even now, he feeds exclusively on IRS agents and other government financial lackeys.

Sovereign is Ballard's primary advisor on all things fiscal, and is especially critical to the Prince's plans to control the city's economy. As Ballard privately says of his lieutenants, "*Sovereign tells us what to do and Lawrence tells us how to do it.*" During Maldavis' attempt to gain power, Sovereign was instrumental in breaking some of her mortal allies.

During that time he also heard that killing an older vampire and drinking its Blood could make one more powerful. Actually, the story he heard it was that one must kill one's Sire. He intends to take that step as soon as it is feasible.

Sire: Horatio Ballard

Nature: Conniver
Demeanor: Conformist
Generation: 9th
Embrace: 1958 (born: 1903)

Apparent Age: 50s

Physical: Strength 2, Dexterity 3, Stamina 3
Social: Charisma 3, Manipulation 5, Appearance 3
Mental: Perception 3, Intelligence 5, Wits 4

Talents: Intimidation 3, Leadership 2, Subterfuge 5

Skills: Drive 2, Etiquette 1, Melee 2

Knowledge: Bureaucracy 2, Computer 2, Finance 5, Law 2

Disciplines: Auspex 4, Dominate 3, Fortitude 2, Presence 2

Background: Allies 2, Contacts 4, Influence 2, Resources 4, Retainers 2, Status 2

Virtues: Conscience 0, Self-Control 3, Courage 2

Humanity: 5

Willpower: 8

Blood Pool/Max per Turn: 14/3

Notes: Sovereign has taken to practicing with a sharp wooden sword in preparation for the day when he slays his Sire.

Image: A weasel-faced man with sharp, pinched features and keen grey eyes.

Roleplaying Hints: Squint when you talk to the players, as though you are trying to look into their hearts.

Haven: A house in Evanston.

Secrets: B-

Influence: Sovereign holds tight personal control over the banking industry, and as Ballard's chief advisor has



access to almost every aspect of Chicago business. If he was ever able to kill Ballard, however, he could not simply assume Ballard's control over business; it would take him many years to build up the same level of control.

Capone

In the early 1920s Al Capone had assumed control of crime in Chicago, including its very lucrative illegal alcohol trade, and soon thereafter, without any Vampiric help, he had assumed almost total control of the city as a whole. At first Lodin did little to stop Capone, finding "the little Italian" quite amusing; he merely ensured that no others of his kind attempted to control the Mafia boss. Lodin did exert some control over the mob itself, and used their power to expand his own influence in the city. When he finally tired of the violence of mob rule, he arranged for Capone to be jailed for tax evasion and restored some measure of calm to the city.

Shortly after the gangster finished his jail term, he received a visitor. The Prince of Vampires made the deposed prince of the mob an offer he couldn't refuse: eternal life, his old power and more, in exchange for loyalty to Lodin. Capone, who had lost much of his pull in the mob, jumped at the chance.

That night he became a Vampire, and the next night he began visiting the city's mob bosses. One after another, the capi found it in their best interests to accept the leadership of their strangely transformed chieftain. With his newfound abilities in both physical and verbal persuasion, Capone forged the mobs into a united front never before seen in the city. The mob was far more secretive and influential than ever before. Over the years he stretched out his tentacles further and further, until he controlled almost every aspect of crime in the city.

At first he followed Lodin's commands without question, using his followers to battle the Prince's mortal and immortal foes. However, his old lust for power began to grow once again, rising to new heights as he discovered the full potential of his new abilities. He began to expand his influence among legitimate businesses, just as the syndicates began laundering the money in legal enterprises. This brought him into conflict with Ballard, who regarded Capone's fiscal manipulations as trespassing in his own domain.

The two clashed in the early 1960s when Ballard attempted to weaken the hold the mob had over the local political scene. A subtle, unseen but very deadly war began between them, one that not even many Kindred new about. They fought each other with sabotage and economic blackmail. It grew to the point where mobsters and police were battling in the streets of Chicago, their own fights a reflection of the greater war. Finally, the Primogen ordered Lodin to mediate the growing dispute. His final decision pleased no one but himself, and gave neither what they wanted. The Prince took away the police from Capone and



the city government from Ballard, and assumed control of them himself. He created a second brood to help him administer and control these areas of influence.

Capone has long been a significant player in battling the Anarchs, but the Kindred say he reserves his hatred for his arch-enemy. Indeed, rumor has it he would support the Anarchs if they could help him destroy Ballard. Still, Lodin fears what might happen if Capone learns who really sent him away to jail.

Even stranger rumors have begun to surface. For many years, the Kindred have feared and distrusted Capone because of his mortal reputation, but now some say that he has changed. They say that he has begun to act with conscience and restraint, and that he has even begun to search for Golconda. Reportedly one Anarch who was brought before him for discipline was asked a number of questions about Golconda, and was told he would be extinguished if he ever told anyone about this conversation with Capone; that Anarch has not been seen recently. Though this story of how a mob boss might seek Golconda is amusing, it is more likely fabrication than truth.

He feeds on beautiful, black-eyed, pure-blooded Italian women. They are becoming so difficult to find that he has begun flying them in from the "home country".

Sire: Lodin

Nature: Director

Demeanor: Bravo

Generation: 8th

Embrace: 1941 (born: 1891)

Apparent Age: 40s

Physical: Strength 4, Dexterity 3, Stamina 5

Social: Charisma 3, Manipulation 4, Appearance 2

Mental: Perception 4, Intelligence 3, Wits 4

Talents: Alertness 3, Athletics 2, Brawl 4, Dodge 3, Intimidation 5, Leadership 5, Streetwise 4, Subterfuge 4

Skills: Drive 4, Firearms 4, Melee 4, Security 2, Stealth 2

Knowledge: Finance 2, Investigation 2, Law 2, Politics 2, Organized Crime 4, Chicago 5

Disciplines: Celerity 2, Dominate 4, Fortitude 4, Potence 2, Presence 5

Background: Allies 5, Contacts 5, Fame 1, Herd 3, Influence 2, Mentor 3, Resources 5, Retainers 5, Status 4

Virtues: Conscience 3, Self-Control 2, Courage 3

Humanity: 5

Willpower: 9

Blood Pool/Max per Turn: 15/4

Notes: Capone always has a number of bodyguards around, and can summon an army of *mafiosi* if need be. In combat situations, Capone prefers his old Tommy-gun and baseball bats, but usually he leaves the messy work to his retainers.

Image: Think of an ugly man with a certain ruthless handsomeness despite his pock-marked, snarling face. Better yet, get an actual photograph and show it to the players.

Roleplaying Hints: After having watched the plethora of Hollywood movies glorifying your mortal deeds, you have come to believe their image of you. You speak in a more-Hollywood Italian accent than you did during life and speak with the exuberance they say you did.

Haven: A vault beneath a small Italian restaurant in the middle of the Rack.

Secrets: B+

Influence: Capone totally controls the Chicago Mafia and wields substantial control over the other organized crime, including the oriental triads and even some of the Colombian and Jamaican syndicates. However, he has ignored the rising black gangs and has nowhere near the influence among them as does Kevin Jackson (see below). In short, he is the crime boss of Chicago and is easily the equal of Ballard, who controls legitimate business. Just as he once controlled alcohol during the prohibition, he now controls drugs—though not as completely. He also controls the numbers racket, the gambling cruises run on lake Michigan, much of the Rack, a large number of brothels and bars, and an even larger quantity of muscle. In short, Capone has control over every aspect of crime in the city. He is an extremely powerful Vampire, and a very dangerous one to cross.

Frank Gaughan (Nina)

Born in the slums of Southern Chicago, Frank Gaughan learned to fight as soon as he learned what it meant to be a Catholic surrounded by Protestants. He ran with several street gangs during the late 1930s but was drafted into the army for World War II before he could make his mark on the streets. He became a sergeant and proved himself a natural leader of men.

After the war he returned to Chicago and tried his hand at legitimate work for several years. He soon tired of that life, finding the term “No Irish Need Apply” still a far too common experience. So he began to revive the old Irish mob in order to break the Mafia’s stranglehold on the city’s organized crime. Within a year he and his allies had become a significant threat to the mob’s control of gambling and prostitution, and had even begun to muscle in on some of the local unions. However, before he could bring his plans to fruition, he was visited by a figure out of the past.

Gaughan had no problem recognizing Al Capone. Despite their different nationalities, Gaughan had always admired the legendary mob boss. So when Capone asked Gaughan to join him in *really* running the city, the Irishman leapt at the chance. At first he served Capone as a retainer, and under his leadership took control of a significant proportion of Chicago’s underworld.

However, he quickly saw that he had been placed in a no-win situation. He was allowed to control certain areas but could do nothing more than the Vampires let him. Gathering trusted members of his old gang, Gaughan began preparations to destroy the Kindred who ruled the city. Just days before his men were to act, Capone paid him another visit where he told the Irishman that the Prince would now permit Gaughan’s rise into the ranks of the Kindred. Believing that this would give him



power beyond belief, Gaughan called off his plans and became a Vampire.

Since his transformation in 1963, Gaughan has enjoyed using his new-found powers and manipulating mortals for the benefit of his allies and himself. Most of his old gang members have used this new connection to rise high in both business and government, but Gaughan's natural charisma has enabled him to continue to recruit new blood. Indeed, since the Anarch rising in the late 80s — which he played a strong role in suppressing — he has begun to dream about becoming Prince of Chicago. Capone has been suspicious of him for some time, but has found Gaughan's leadership and organizational abilities too valuable to do without. He now keeps a close eye on Gaughan, a fact of which Gaughan is well aware. Gaughan feeds on Italian men — his measure of revenge against his Sire.

Sire: Capone

Nature: Architect

Demeanor: Bravo

Generation: 9th

Embrace: 1952 (born 1911)

Apparent Age: 30s

Physical: Strength 5, Dexterity 3, Stamina 4

Social: Charisma 4, Manipulation 4, Appearance 3

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Alertness 3, Athletics 2, Brawl 5, Dodge 3, Leadership 4, Streetwise 5, Subterfuge 3

Skills: Drive 5, Firearms 4, Melee 3, Security 2, Stealth 2

Knowledge: Finance 2, Law 2, Politics 3, Chicago 4

Disciplines: Dominate 4, Fortitude 4, Presence 4, Intimidation 4

Background: Allies 3, Contacts 3, Herd 1, Influence 3, Resources 2, Retainers 2, Status 2

Virtues: Conscience 1, Self-Control 3, Courage 4

Humanity: 5

Willpower: 9

Blood Pool/Max per Turn: 14/3

Notes: Carries a revolver and light pistol at all times. If he expects serious trouble he will carry an M-60 machine gun which alternates regular ammo with tracers. (Difficulty 7, Damage 8, Rate 20, Belt 100, Range 80. Tracers do Damage 3 but cause grievous wounds).

Image: A big, burly Irishman with short, dirty blonde hair and a pudgy face.

Roleplaying Hints: You speak with an exaggerated Irish brogue.

Haven: An old Irish pub in West Chicago

Secrets: A-

Influence: For the most part he is simply Capone's enforcer among the dons and gang leaders whom Capone controls, and among the lesser Kindred of the city. He has no direct influence of his own, other than that which he

gains through the power of his fist and through his old Irish friends.

Pham Hong (“Chuc Luc”)

For generations, Pham Hong's family faithfully served Saigon's crime bosses as bookkeepers, runners, and muscle. However, his father longed for the chance to break this pattern which had so enslaved his ancestors. His opportunity came with the fall of South Vietnam in 1973. His family was one of the lucky few which escaped to America, where it quickly made its way to Chicago and the Vietnamese community of the burgeoning New Chinatown. Pham Hong's father opened a small grocery store, changed his name and made his only son promise never to become involved with “the old gangs”. However, Pham Hong despised the loss of prestige and power his family suffered. The shame of being a shopkeeper was almost too much to bear.

Determined to keep his promise to his father and never join a Vietnamese gang, Pham sought out the Italian families and made his services available to them. The young, skinny Vietnamese boy was brought into the family more as a joke than anything else, but his natural intelligence and the skills he had honed living in war-torn Saigon allowed him to rise in importance in the usually racist world of the Mafia. Though he was never a power in his own right, his skills became essential to the local bosses.

It was at this point that Capone and Ballard began to clash yet again. Capone found himself often on the losing side of these early battles as Ballard's financial wizardry and control of the establishment seemed to thwart him at every turn. During the early days of Maldavis' rise, Capone managed to persuade Lodin to let him create a Neonate to help fight the growing threat. He began looking for someone who could help him compete with Ballard and came upon Pham, whose abilities as a manipulator and controller had become known even to him. At this time, however, the Mafia bosses had discovered that Pham had managed to salt several million of their dollars away in overseas bank accounts, and ordered a hit. At this point Capone intervened, and Pham joined the Kindred.

Pham, who now operates under the name Chuc Luc, has served Capone admirably in the ensuing years, though the older Vampire has still kept a close watch on his progeny. Chuc Luc took his new name from the Viet Minh conventional forces which had fought the French in the 1950s and found that Occidentals in general tend to underestimate him because of the comical nom de plume. He has been a surprise to many Anarchs who quickly found themselves in dire straits during fights with the deadly street fighter. Ballard tends to underestimate Chuc Luc, and still gets a good laugh out of the idea that this skinny bookworm could prove any threat to his plans.

Chuc Luc now makes his home in the depths of New Chinatown, which he rules with an iron fist. He does his best to

keep all other Kindred out of the area and has come to see himself as the self-appointed protector of the people who make this area their home. Still, he does not advertise his position among the Kindred, believing that he works more effectively if only a few know his true nature. He only feeds on ex-Vietnam vets.

Sire: Capone

Nature: Plotter

Demeanor: Conformist

Generation: 9th

Embrace: 1978 (born 1956)

Apparent Age: 20s

Physical: Strength 4, Dexterity 5, Stamina 4

Social: Charisma 3, Manipulation 4, Appearance 3

Mental: Perception 5, Intelligence 4, Wits 5

Talents: Acting 2, Alertness 4, Athletics 3, Brawl 5, Dodge 4, Empathy 2, Intimidation 2, Leadership 2, Streetwise 4, Subterfuge 4

Skills: Drive 3, Etiquette 2, Firearms 4, Melee 5, Security 3, Stealth 4

Knowledge: Bureaucracy 4, Computer 1, Finance 4, Investigation 3, Law 2, Linguistics 2, Occult 3, Chicago 3

Disciplines: Dominate 3, Fortitude 3, Presence 1

Background: Contacts 4, Influence 1, Resources 4, Retainers 2, Status 1

Virtues: Conscience 0, Self-Control 4, Courage 5

Humanity: 5

Willpower: 10

Blood Pool/Max per Turn: 14/3

Notes: Only carries weapons when he is expecting trouble. If he fights Kindred he uses a wooden-tipped ceremonial

spear (Difficulty 6, Damage Strength + 4). Against mortals he prefers an Uzi.

Image: A 5ft 8in Vietnamese man, slim with long black hair. Has a very wiry, muscular body and wears cheap business suits.

Roleplaying Hints: You have discovered that you gain a great edge when people underestimate you. Appear bumbling and uninformed when you first meet someone. Let your great ability appear only when needed.

Haven: The cellar of a Vietnamese restaurant in New Chinatown

Secrets: A-

Influence: He controls all of the Asian gangs directly (yes, he broke his promise to his father) and has contacts among the Mafia as well. Almost all illegal gambling is under his control as is any sort of money laundering schemes. Most of the Mafia money in the tri-state area passes through his hands to be laundered.

Edward Neally

Edward Neally did his job very well as chief of staff for the Senator, but always the guilt was with him. From childhood he always felt the burden of sin, and understood only too well the pain of the oppressed. He worked his way up the political ladder over the years, starting as a campaign worker before he became a teenager and, after graduating *cum laude* from Harvard, helping manage campaigns. While others always noted his dedicated and tireless energy, few knew of the sea of guilt within his heart. His first real job was as an assistant for a young Democratic Illinois state senator with an affection for bow ties, who was running for the United States Senate — and did not have a hope of succeeding. But somehow they did win — by working 20-hour days and waking up the electorate to the corruption of the incumbent.

Once they had reached Washington, Neally thought he would finally be happy, free of the guilt (after all, the good guys had won) but it did not work out that way. Each day when he awoke, the guilt would weigh upon him, and it would keep with him far into each night — no matter what he did, he did not seem to be able to make a difference. The world never seemed to get better. Still, no one knew of his secret pain. He began to drink heavily, and one day when he had hit bottom he tried a hypodermic needle which someone passed to him at a party.

From that first taste of morphine he was hooked. When he was high he didn't feel guilt, he didn't feel pain, he only felt good and on top of the world. For a year he lived with his addiction, but gradually it caught up with him. When he wasn't high he would feel worse than ever, so he started to get high all the time. Everyone began to notice his erratic behavior, and the gossip grew.



When he was finally demoted, he suffered a nervous breakdown. He was quietly sent back to Chicago, to a secluded institution where discretion was as important as treatment. Even so, the press got hold of the story and it became national news. Neally languished in isolation for nearly a month, fighting addiction and shame. Then, one night, Lodin came to him. The Prince had read of his plight in the newspapers, and decided that he would make a perfect servant. At first, Edward did not believe what this strange man was telling him, but he was convinced when Lodin took him out of the center and on a tour of the city. However, he never actually *accepted* the Prince's proposition; he merely acquiesced to it. Since that day he has served Lodin loyally, and largely forgotten his old life. But the guilt is still with him.

Neally is an exceptionally reliable servant — perhaps the only reliable servant Lodin has — with only moderate ambitions of his own (at the present). He is a perfect subordinate for the Prince; competent yet loyal. Since Neally is intelligent, Lodin can trust him with important and complicated missions. However, Neally does not deal much with the world of mortals any more. He is usually too busy administering the Ventrue clan, and thus the city, to do much more than feed every couple of nights. His secret delight remains feeding on those addicted to opiates.

Neally is Lodin's chief bureaucrat and administrator. He keeps track of all the Elders who hold influence over the city — especially the Ventrue — and what they are doing with the influence, and then tries to integrate the various goings-on into a coherent whole and direct it to Lodin's purposes. His office is full of phones which are constantly ringing, and his staff of retainers is kept busy throughout the night. Picture a campaign office two days before the election.

Neally is also the leader of Lodin's second group of Fledglings (Ballard is a member of Lodin's first group, created years and years ago). Older than them in years, they often look to him for leadership and advice, and he almost never disappoints them.

Sire: Lodin
Nature: Traditionalist
Demeanor: Architect
Generation: 8th
Embrace: 1896
Apparent Age: 33 (Born: 1863)
Physical: Strength 2, Dexterity 2, Stamina 3
Social: Charisma 3, Manipulation 4, Appearance 3
Mental: Perception 2, Intelligence 4, Wits 3
Talents: Alertness 2, Dodge 4, Empathy 2, Intimidation 3, Leadership 2, Subterfuge
Skills: Etiquette 3, Firearms 2, Music 2
Knowledge: Bureaucracy 4, Computer 4, Law 2, Linguistics 1, Occult 4, Politics 3



Disciplines: Dominate 3, Fortitude 4, Presence 2, Auspex 2

Backgrounds: Resources 3, Influence 3, Status 2, Ghouls 4

Virtues: Conscience 5, Self-Control 3, Courage 3, Humanity: 7

Willpower: 5

Blood Pool/Max per Turn: 15/3

Image: Neally is a tall, somewhat slender man. Before his Embrace Neally was prematurely balding, and he often wears a high-quality and well-fitted hairpiece that hides this fact. He typically dresses in a double-breasted suit and wingtips; his appearance is as impeccable as a TV host's. His handshake is strong, and he always seems to know how to put the right spin on things.

Roleplaying Hints: Play with your imaginary (or real) tie while you speak, and cock your head very slightly while you listen to others speak. Though you may speak softly, you do not allow yourself to be interrupted — you simply keep talking if someone else begins to speak. You are a powerful Cainite, a member of the illustrious Ventrue Clan. More importantly, you work for the greatest power in the city. Though you do not flaunt your power, you will not tolerate disrespect either.

Haven: He maintains an office in the basement of one of the government office buildings of the city.

Secrets: B+

Influence: Neally is Lodin's chief administrator and thus has a firm grasp on the day to day affairs of the Kindred. Many are ordered to report regularly to him, and when disputes occur over control of the mortal realm, Kin-

dred turn to him to iron things out. When he gives an order with regard to mortal affairs — always in the name of Lodin, of course — people jump.

Neally also maintains considerable influence over the city government bureaucracy. The affairs of the city in the realms of both Kindred and kine are in his grasp, and he organizes the most important elements of each. The election of the new mayor was a direct result of his machinations. Indeed, all his retainers were at one time all liberal political hacks or city bureaucrats; they are now all Ghouls, and devoted to him and his "cause."

Jacob Schumpeter

Jacob Schumpeter had everything he could want: a seat on the Chicago Board of Trade, a subservient wife to beat and cheat on, two daughters to ignore or abuse and a nice home in the suburbs to avoid. With all of these wonderful possessions, he could not understand why he was unhappy. The more this question bothered him the more unhappy he became, and the more often he took out his frustration on his family. Soon his wife had left and filed for divorce, taking the children with her. The daughters' teachers and social workers were just beginning to become interested in the bruises the girls were sporting at high school when Lodin contacted him.

In putting together his second brood, the Prince had decided he needed someone other than Ballard to help him control the city's economy. Schumpeter had made his way through the ranks of Chicago's business elite rather quickly, and Lodin decided that this man would do admirably. He told Schumpeter of the life which was open to him and Schumpeter jumped at the chance. That night, after Schumpeter completed the Change, he made his way to the house where his wife was staying. He attacked her as she was preparing for bed. He taunted her as he held her high over his head. Then, dashing her head against the wall, he began to lap at her blood.

Schumpeter was so flushed with the thrill of his new power that he did not even notice when his two daughters entered the room. He first realized he was not alone when the younger one brought a baseball bat down on his head. Schumpeter recovered quickly thanks to the blood he had just drunk, and in a frenzy, attacked his two children. However, together the two girls managed to escape out the door and into a passing taxi.

While Lodin was upset at this breach of the Lextalionis, he pardoned his Neonate in the hope of using Schumpeter's economic knowledge. Unfortunately, there was one secret which Lodin had not discovered while monitoring Schumpeter. His rise to power in the mortal world came via favors given by his powerful father and father-in-law, not by any ability of his own. Lodin was much chagrinned when he discovered Schumpeter was no match for Ballard and his lieutenants. Indeed, Ballard delights in asking Schumpeter for advice and then showing the numerous flaws in the younger Vampire's suggestions.

Of late, Schumpeter has found his life among the Kindred to be even more frustrating than his life as a mortal. Once again, he has taken to relieving his frustrations by beating women, and he only feeds on abused, beaten females. He has managed to capture his older daughter and add her to his herd, but he has not been able to find his younger one. What he does not know is that after she met Detective Gregory Stephens, who investigated Schumpeter's wife's murder, she became a Vampire hunter and now has several kills to her credit. She is starting with the small fry until she gets the hang of it, and then she's going after her father. Whoever said there's no such thing as justice?

Sire: Lodin

Nature: Bravo

Demeanor: Plotter

Generation: 8th

Embrace: 1981 (born: 1939)

Apparent Age: 40s

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 4, Manipulation 4, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 2

Talents: Acting 2, Brawl 1

Skills: Etiquette 2, Finance 2

Knowledge: Bureaucracy 2, Fortitude 1, Law 1

Disciplines: Dominate 2, Intimidation 2, Presence 3, Subterfuge 3

Background: Contacts 2, Resources 3, Status 1, Influence 3

Virtues: Conscience 0, Self-Control 0, Courage 2

Humanity: 0

Willpower: 6



Blood Pool/Max per Turn: 15/4

Image: A middle-aged, bearded Caucasian male. Dresses in conservative suits made to fit his hefty frame.

Roleplaying Hints: You try to make up for you inadequacies by showing off. Be boastful and irritating, but shut up if someone more powerful is around.

Haven: A condominium in South Chicago

Secrets: C

Influence: Schumpeter now exerts some control over the Chicago Board of Trade and has managed to develop an iron grip over some of the city's commodities and futures markets. Thus, he has some control over how the millions of dollars changing hands each day are employed. It is technically feasible for him to help send America's economy into a depression, or to destroy certain elements — such as the steel industry. Since Ballard still maintains a grip on local business and industry, Schumpeter has set his sights on the markets and exchanges — the life-blood of Chicago.



Kevin Jackson

For as long as Kevin could remember, the Bloods had been a part of his life. Both of his older brothers had been in the gang, and Kevin grew up with an undying hatred of the Crips, the Ebony Playboys, and any other gang which was not the Bloods. Thanks to the help of his two brothers, one of whom had moved to Los Angeles and become a leader among the Bloods there, Kevin's rise in the Chicago branch was swift and dramatic. By 1984 he was one of the most powerful Bloods in the city, running much of the city's cocaine trade out of a housing project in Cabrini Green.

Lodin, disturbed by the rising strength of the black gangs and the decline of the Capone-controlled mobs, decided to bring one of the new leaders into his fold. After a quick review of the local toughs, he keyed on Kevin as one who had risen to power through the assistance of others — not too ambitious, but with connections Lodin could use. He appeared before Kevin one night and told him of his plans. Aided by the subtle use of Domination, Lodin convinced the young gang leader to join his new brood.

Kevin has not kept his new existence a secret from the other Bloods. While he often takes Vitae from members of his own gang, he prefers to feed on the Bloods' traditional enemies in the city's other gangs. Unknown to Lodin, he has consolidated his power in the gang to the point where he is one of its most important members, with influence across the United States and into Central and South America. He still operates out of the same housing project, but it is now completely controlled by his gang.

When Maldavis challenged Lodin, the Prince was afraid Kevin would side with her. However, Kevin quickly saw which way the wind was blowing and kept his allegiance to his

Sire. Despite this, Lodin's inherent racism keeps him from fully trusting his only black Neonate. Kevin realizes this, and as a result has occasionally (and very quietly) aided the Anarchs.

He has also turned his Haven into an impregnable fortress, with armed gang members patrolling its halls. He has taken a page from the Mafia's book, and kept this one housing project completely free of violent crime. As a result, the residents are extremely loyal to the gang.

Kevin has Embraced one of his brothers and two other Bloods. No one else realizes this, for all of them are based in Los Angeles — the Anarch capital of the world. They have almost completely taken over the gang by this point, and have even greater plans for the future. For now, Kevin plays the part of a loyal subject of Lodin, and keeps his other life a complete secret.

Sire: Lodin

Nature: Conniver

Demeanor: Conformist

Generation: 8th

Embrace: 1984 (born 1964)

Apparent Age: early 20s

Physical: Strength 4, Dexterity 4, Stamina 3

Social: Charisma 2, Manipulation 4, Appearance 4

Mental: Perception 4, Intelligence 3, Wits 4

Talents: Alertness 2, Athletics 2, Brawl 4, Dodge 3, Intimidation 4, Stealth 2, Streetwise 5, Subterfuge 3, Leadership 5

Skills: Drive 4, Firearms 3, Melee 3, Music 1, Security 2

Knowledge: Law 1, Chicago 4, Poetry 3

Disciplines: Dominate 4, Fortitude 2, Presence 2

Virtues: Conscience 2, Self-Control 3, Courage 4

Background: Allies 4, Contacts 2, Herd 5, Resources 5, Retainers 5, Status 2

Humanity: 8

Willpower: 9

Blood Pool/Max per Turn: 15/4

Notes: Kevin himself never carries weapons. However, the gang members who accompany him everywhere are always heavily armed.

Image: Kevin is always in style. Covered in gold, hairstyle changed weekly and dressed to kill, he makes a notable figure anywhere he goes. Though whenever he is with the "homeboys" he dresses flamboyantly, he also favors double-breasted suits or the tucked-in polo shirt style, in the right circumstances.

Roleplaying Hints: Since you almost always travel with a retinue, let them do most of the talking. When you do speak, make it a command.

Haven: Project in Cabrini Green. His Haven itself is an armed fortress with regular sentries, patrols and checkpoints. The gang members have orders to listen to any hint of Kindred presence. Guards listen to children's tales of monsters and thus have a good chance of spotting someone using Obfuscate. For special occasions, the gang has stocked up on flamethrowers and white phosphorus grenades.

Secrets: B

Influence: He controls the Bloods in Chicago, and has great influence over them nationwide. Most of the drugs now sold in Chicago have passed through his hands and he has taken his cut out of them. There are a large number of very-well armed gang members under his control, and if need be, he could bring a hundred more into town on a few days' notice. It could be said that he has the best trained, largest and most deadly paramilitary force of any Kindred in Chicago. He is highly dangerous, and should not be provoked at any cost.

Joseph Peterson (Joseph)

By the late 1960s, Joe Peterson had become disgusted with the liberal trends in journalism. A veteran of the most reactionary days of the Chicago Tribune, words like objectivity and fairness were foreign to his vocabulary.

Opponents of America as he saw it were to be prosecuted with every resource available, and he was a leader in the paper's fight against the civil rights movement. When the paper won the first of its three Pulitzer Prizes for investigative reporting between 1971 and 1976, Peterson decided it was time to leave. He became a media consultant, stealing ideas from *The Selling of the President 1968* to push candidates and businesses. Unfortunately, more politicians won despite his help than because of it. The same held true for the businesses whose public

relations campaigns he ran. During the Carter years, he found work slacking off. He took a part-time post as a journalism professor at Daley Community College, where he remained in obscurity until Lodin began looking for a lieutenant to help him control the growing threat from the media.

The Prince heard about Peterson from a state senator who had used his services in the early 1970s and, unusually, had nothing but praise for the consultant. When Lodin heard him lecture, he was also impressed. Of course, it was the same lecture Peterson had been giving for years. Several nights later Lodin approached Peterson and, after a short demonstration of Vampiric powers, offered him immortality. Peterson had no reservations about accepting the Embrace.

Despite his mortal incompetencies, Peterson has had little trouble keeping media reports of the Kindred out of the news. Recently he has become more high-handed, and worries that his threats, intimidations and attacks may someday backfire. Still, he is cocky because of his new powers and does not worry too much. Also, he still has connections to both the Tribune and the Chicago Sun-Times. Since the local television stations follow the lead of the papers, Peterson has seen little need to clamp down on them despite their recent emphasis on local news. In fact, the only local news source which has eluded his control is the Chicago Reader, a weekly newspaper which he holds in contempt, and the local college papers.

Peterson now prefers to be called by his full name of Joseph, comparing himself to the biblical figure who was sold into slavery by his brothers (how he has come to view his treatment by fellow journalists) and became a power in Egypt.

Joseph is one of Chicago's main advocates of the Masquerade, and he will work with any Vampire, be they Anarch or Prince, in order to preserve it. He is also the Cainite



most likely to push for sanctions against those who most blatantly violate this secrecy. He still lives in Southwest Chicago, near the Daley Community College campus, and feeds exclusively on journalists.

Sire: Lodin

Nature: Traditionalist

Demeanor: Judge

Generation: 8th

Embrace: 1972 (born 1938)

Apparent Age: 30s

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 4, Manipulation 3, Appearance 2

Mental: Perception 3, Intelligence 4, Wits 3

Talents: Acting 1, Intimidation 4, Leadership 1

Skills: Drive 2, Investigation 3, Subterfuge 3, Public Relations 4

Knowledge: Bureaucracy 3, Politics 3

Disciplines: Dominate 4, Fortitude 1, Presence 2

Background: Contacts 3, Retainers 2, Status 2

Virtues: Conscience 0, Self-Control 1, Courage 3

Humanity: 3

Willpower: 8

Blood Pool/Max per Turn: 15/4

Image: A middle-aged Caucasian male with a pocked face and greasy brown hair.

Roleplaying Hints: You analyze anything anyone says to you, frequently in a way which makes them appear in their worst light.

Haven: House near Daley (see above)

Secrets: C+

Influence: He controls the Chicago media; he can bury a story with a single phone call or order another into high prominence. In the modern world this is an influence far more powerful than you might think; given time he can actually affect the mind-set of the people of Chicago, shifting their opinions on such things as crime, politics and police brutality.

Bobby Weatherbottom (The Hurricane)

Growing up in Cicero, Illinois, just west of Chicago, gave Bobby Weatherbottom more than enough opportunities to form friendships. But it was his father who bought the boy his best friend when Bobby was eight — a computer with 4K memory which could do almost nothing. But Bobby was fascinated. By the time he was 16 he had put together numerous kit computers, written programs covering almost every conceivable area, and begun to fail high school. Like friends, the Boy Scouts and even his family, school came to mean less and less as computers came to mean more and more. His parents refused to

let him drop out of school, so when he turned 18 he had failed twice and was still in 10th grade.

He dropped out of school on his birthday, and moved into a dirty apartment in a broken-down part of Cicero. Despite never having a job, Bobby had little problem paying his bills — or bill, as it were. The rent was the only bill Bobby ever paid. At the electric company, the phone company, the grocery deliverers and the credit card companies, their computers always registered his bills as paid in full. Bobby's growing ability with a computer and a modem also earned him a steady income from a saving account manipulation scam he ran against Illinois' largest bank.

Now comfortably ensconced amongst his own filth, the young computer genius happily went about building a name for himself amongst hackers world-wide. No copy protection could prevent the legendary Hurricane from copying a program for distribution on a multitude of bulletin boards, and lesser hackers found it fascinating trying to find messages he planted in heavily-protected business and government networks. Indeed, the only thing that disturbed Bobby in his new womb was his family's refusal to have anything to do with him unless he would go to college. He stubbornly refused to do this under the (correct) assumption that there is no college which can teach him anything about his chosen field.

Then Amanda Cersey came into his life. A ravishing brunette from one of Chicago's oldest families, Amanda had a problem. "*Only you can help me, Robert,*" she sobbed. Her father was being blamed for embezzling money from a bank, she said, and only Bobby could make things look right. The computer genius quickly discovered that Amanda's father had had no opportunity to take the missing money and, in tracing the funds, discovered that the only person who could have done the embezzling was Amanda. He quickly realized that she too worked as an officer of the bank, and that this must be a plan to discredit her father as redistributing money in the way she wanted would only shift the blame from her to her father. Swiftly falling in love with Amanda, Bobby was happy to oblige, conscience be damned. Soon Amanda was coming to him with all sorts of problems for him to solve and corporate spying to commit. With his aid she quickly rose to a top position at the bank and put huge amounts of money into her own accounts.

As Bobby helped her, Amanda became more and more uncomfortable in his presence. She quickly blamed this unease on the fact that Bobby soon knew everything about her — an easy task given his ability with computers. She stopped visiting him, but he stayed in contact with her via computer messages and love-notes printed on her bank machine receipts. Amanda, becoming more and more afraid of this seemingly omniscient, omnipotent boy, contacted a "distant cousin" of hers (Annabelle Treabelle, in fact her great-grandmother several times removed) who had always been known in her family for being able to help with intractable problems.



Treabelle began to study the young computer genius in her spare time. One night, she mentioned him to Lodin while they were seated together in his box at the Opera. The Prince became fascinated by the idea of a lieutenant who could control the city's computer networks. At the time he did not understand computers himself, but he understood all too well about their growing importance in society.

In the meantime, Bobby had made the most difficult move of his life. He had left his comfortable little apartment and gone to see Amanda. He begged the beautiful young woman to listen and poured his heart out to her. He told her of his loneliness, and how much she had come to mean to him. As he told his tale of love and sorrow, of the pain of an introverted, self-centered life, Amanda began to react positively, agreeing with much of what he said about life. For the first time ever, they had something in common. He had caught her at exactly the right time — her boyfriend had left her the week before, prompting her to review her life, and she had been horrified at her own selfishness.

As Bobby spoke, Amanda began to realize that her discomfort stemmed from emotions just like those he was describing. Amanda's own life had been one long struggle to live up to the demands of an overbearing father and a jealous mother. Feelings like love and caring were as foreign to her as they were to the lonely young man. They were both cold to the reality of emotion, but had found different ways to keep it out of their lives.

In Bobby she found a kindred spirit, the first human being she could feel empathy for. Despite her earlier rejections, now her heart began to warm to him. As an experiment she allowed herself to open up a tiny bit to the possibility that she

could love him, and soon the crack became an opening through which a sea of repressed feelings flowed.

Bobby was stunned to find his feelings reciprocated by this beautiful woman. He left her condominium shortly before dawn the next morning, dreaming of what their life together would be like. He returned home to find the Prince of Vampires waiting by his computer.

Lodin did not even take the time to explain to Bobby what was going to happen. He was on the young man before Bobby could resist, and after the Embrace, Dominated the boy into coming to his Haven, where he put the computer genius to work tracking down information on his foes. Amanda spent the day at work thinking about her soul-mate and trying to call him on the phone. Unable to reach him, she went to his apartment during lunch, and found the door unlocked and blood spattered about. Horrified, but afraid to contact the police, she ran once more to her "distant cousin". Annabelle, with a little help from her *Auspex*, quickly put one and one together.

Before contacting Lodin she called a meeting of the Primogen and railed for almost an hour against the Prince's uncontrolled creation of Neonates and his refusal to seek permission from them. It was the last straw after a series of grievances against him. It was at this meeting that the Primogen decided to teach Lodin a lesson, and began their support of Maldavis. The ensuing battle tore the Vampiric community in two and led to the destruction of several score Kindred. In the end Lodin came crawling back to the Primogen and offered them his loyalty.

As part of his submission, he reunited Amanda and Bobby (giving Annabelle a hold over him as well) though he still numbers Bobby among his most valuable lieutenants. Bobby, on the other hand, wants nothing more than to be free of Lodin's Domination and to live his life in peace with Amanda. She knows of his new existence and has promised to do anything she can to help him, and confides in her ancestor a great deal about the situation. Indeed, Bobby has never fed off of anyone else — thus, he never has more than one point of blood in his system — nor, at this point, *can* he feed on anyone else. Annabelle protects both of them, and would destroy anyone who hurt either.

Sire: Lodin

Nature: Loner

Demeanor: Fanatic

Generation: 8th

Embrace: 1984 (born 1963)

Apparent Age: 20s

Physical: Strength 1, Dexterity 2, Stamina 2

Social: Charisma 1, Manipulation 1, Appearance 2

Mental: Perception 2, Intelligence 5, Wits 3

Talents: Subterfuge 3

Skills: Drive 1, Security 5

Knowledge: Computer 5, Puzzles 5, Investigation 5

Disciplines: Dominate 1, Fortitude 1, Presence 1

Background: Allies 3, Contacts 3, Resources 3, Status 1

Virtues: Conscience 4, Self-Control 2, Courage 2

Humanity: 8

Willpower: 7

Blood Pool/Max per Turn: 15/4

Image: A tall, skinny young man with glasses and stringy dirty-blond hair. Generally dressed in old jeans and T-shirts.

Roleplaying Hints: You don't interface as well with the living as you do with computers. Talk hesitantly and only when you must.

Haven: Apartment in Cicero (see above)

Secrets: A-

Influence: None in himself, but he can use his abilities to great effect, causing chaos and destruction in nearly every sector of the city. He is a brilliant computer hacker and can break into any system. Use your imagination to decide what sort of influence this gives him.

Brennon Thornhill

Most families in Colombia circa 1960 found it extremely hard to thrive in the stultifying economic climate of the time. Brennon Thornhill's family lived well on the money the father brought home from the United Fruit Company, but Brennon himself found it hard to thrive in the stultifying emotional climate of his childhood. Brennon did not suffer physical abuse at the hands of his U.S.-born father, but the insults, put downs and constant rejections of his self-worth were almost as bad, especially when his half-sister and brothers joined in.

The only person who supported him through all this was his mother, a Colombian native who had been sold to the senior Thornhill when she turned 16. By the time Brennon became a teenager, he had sworn that he would become powerful enough to make his father pay and make up for all the injustices in his mother's life. He first got the chance to make something of himself in 1969, when his father moved the family to Southern Illinois.

Thanks to friends he had made in South America, Brennon was able to make himself an immediate hit on the state's drug scene. Within only a few years he had made himself a rich man smuggling guns, emeralds, marijuana and cocaine. He invested the money throughout the state, concentrating it in the Chicago area. In 1981 he bought an old warehouse on State Street, which he soon converted in the Succubus Club.

The club became an immediate hit not only among mortal club goers, but among the Undead as well. Brennon, more willing to believe in their existence because of his Colombian upbringing, soon made friends with some of the Kindred, and they told him of a great war beginning between the great



Cainites of the city. Thus it came as little surprise when the Prince of Chicago paid the club owner a visit.

Lodin wanted information on the Licks hanging out at the Succubus Club, but Brennon had a price. He would serve as a constant source of information for the Ventrue, but only if the Prince made him a Vampire. The Prince readily agreed.

Neither actor knew their roles were being influenced by an ancient Methuselah buried deep in the earth beneath the club. She had come to enjoy Brennon's protection, and wanted him to serve her even further as one of the Damned. Thus for the past many years he has been her loyal (if unwitting) ally.

Nevertheless, Brennon has not let his own plans for vengeance fall by the wayside. Shortly after the Embrace, he snuck into his father's office and planted 10 kilograms of cocaine along with a list of dealers. Then he called the police. Brennon's father is now serving a 20-year prison term for possession with intent to distribute.

This has not put Brennon's ambitions to rest. Subtly egged on by Helena, he has sought to expand his influence among the Kindred. Even though Lodin Sired him, some Anarchs still trust him due to his ownership of the Succubus Club and the fact that he never has betrayed them. He allows them wide latitude in his club and they appreciate it.

However, Brennon never does anything without expecting compensation. If he does the Anarchs favors, then they do him the same in return. Brennon still looks to get ahead every chance he has, and many Cainites view him as one of the most self-centered Kindred they have ever met. These are the Vampires unaware of the fact that the club owner still sends generous monthly checks to his mother or the fact that he never kills the Blood Dolls he feeds on.

Sire: Lodin

Nature: Conniver

Demeanor: Gallant

Generation: 8th

Embrace: 1985 (born 1950)

Apparent Age: 30

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 5, Manipulation 5, Appearance 4

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Acting 5, Dodge 3, Empathy 2, Intimidation 3, Leadership 2, Streetwise 5, Subterfuge 3,

Skills: Drive 4, Etiquette 5, Firearms 2, Music 1

Knowledge: Finance 3, Law 3, Politic 1

Disciplines: Dominate 5, Fortitude 2, Presence 3

Background: Allies 3, Contacts 3, Influence 2, Mentor 5, Resources 5, Retainers 3, Status 2

Virtues: Conscience 1, Self-Control 1, Courage 2

Humanity: 2

Willpower: 8

Blood Pool/Max per Turn: 15/4

Image: A strikingly attractive man with coconut skin and a seductive smile. Some mortals are put off by him but those who frequent his club find him to be one of the most fascinating men in existence.

Roleplaying Hints: Suave and nothing but. Be cool no matter what the situation; when dealing with people you want to like you, speak with a sexy foreign accent (it doesn't matter what kind of accent — he's making it up as he goes along).

Haven: Penthouse in the Succubus Club, plus several others which he hardly ever uses.

Secrets: A-

Influence: Brennon still controls a good portion of the drugs moving through the city and is on good terms with both Kevin Jackson and Capone, both of whom use him for a contact occasionally. He also has a great deal of influence through his friendships with other Kindred and the favors he has done for them. Finally, Helena would see to it that almost anything he could want would happen. For instance, police no longer raid his club looking for underage drinkers.

Lorraine

Lorraine Matthews' family has long been a power not only in Chicago politics but in Illinois, the Midwest and occasionally on the national level as well. Indeed, though she does not know it, she is the great-great-granddaughter of Lodin. She spent her early life happily playing on her family's rich estates and being groomed for a life of public service and private gain. However, her four years at Northwestern University brought a change in her attitude. She got heavily into both drugs and self-

sacrifice while in school, and signed up to join the Peace Corp upon graduation.

Lodin met his great-great granddaughter for the first time at a private party right after graduation, where he was hunting one of her friends. He quickly changed targets to this enchanting young woman, and engaged her in conversation. As they walked along the shore of Lake Michigan, the Prince of Chicago found himself becoming more and more interested in this unique young lady, who was like no one he had ever met before (a head full of LSD was doing much to accentuate her natural strangeness).

Instead of feeding on her and then returning her to the party, Lodin kept on talking with her almost till dawn, when he realized he had fallen in love with her. Minutes before the sun was to rise he told her what he was and invited her to join him in immortality. The tripping Lorraine was more than happy to do so. After the transformation, the pair retired to the nearby Mathews estate to sleep. However, the LSD now coursing through both their systems made sleep impossible, and for the first time in more than a century, Lodin stayed up through the day. Not only did he stay up but, at his beloved's urging, the two went outside and endured almost five seconds of bright sunlight before rushing back to the basement.

At first, Lodin was afraid to reveal Lorraine's existence, since in creating her he had violated his recent pledge to seek approval from the Primogen before adding to his brood. However, he managed to extract promises from a majority of the Elders to support his decision, and eventually revealed her to the Kindred. He kept her heavily Dominated until he became convinced that she really loved him, and that her attraction to him was not just another affect of the drugs.

Since deciding that she does indeed love him, he has spent every available moment with her. She feeds on the blood of drug-users and he in turn feeds on her Blood, an arrangement he keeps very secret. Indeed, it was just this arrangement which made his abduction in *Ashes to Ashes* so easy. If Lodin was not revived at the end of *Ashes to Ashes*, then Lorraine is the only Kindred still looking for him. Otherwise, she is the Prince's most valued creation — a way he still tends to look at her despite the great love he feels for her. She avoids the other Kindred in Lodin's broods, and is the only female Vampire he ever created.

She feeds on drug-users, preferring those who use hallucinogens like LSD, psilocyban, MDMA (ecstasy) and others.

Sire: Lodin

Nature: Child

Demeanor: Loner

Generation: 8th

Embrace: 1987 (born: 1967)

Apparent Age: 20s

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 4, Manipulation 3, Appearance 4

Mental: Perception 4, Intelligence 4, Wits 2



Virtues: Conscience 5, Self-Control 4, Courage 2
Talents: Acting 2, Empathy 2, Leadership 1, Streetwise 2
Skills: Animal Ken 1, Etiquette 2
Knowledge: Medicine 2, Humanities 3, Music 2
Disciplines: Dominate 3, Fortitude 1, Presence 2
Background: Allies 1, Contacts 2, Resources 3, Status 1
Humanity: 10
Willpower: 6
Blood Pool/Max per Turn: 15/4
Image: A pretty young red-headed woman, with long straight hair and a far-away look in her eyes. Uses clothes and makeup to accentuate her beauty.
Roleplaying Hints: Speak quietly and slowly. Since you are generally flying high on something, little of what you say will make sense.
Haven: The family estate
Secrets: B
Influence: Her family has some pull in mortal politics, and her relationship with Lodin gives her some status among the Kindred, but for the most part she neither has nor wants much influence.

Others

*I gotta broken mirror and a black cat bone
 I gotta super mojo too
 I'm gonna mix it up with a wooden stake
 And baby then I'm gonna give it to you.
 Circus of Power, Doctor Potion*

Phillipe Rigaud

When Louis XIV, France's legendary Sun King, invaded Holland in 1672, Phillipe Rigaud was a soldier in the light cavalry units which scouted the area — or more commonly, raided the area. While they did not share their king's dislike of Calvinism, republicanism and Dutch economic ascendancy, they did enjoy a good opportunity. Phillipe's unit was better than most in seizing each village in their path, carrying away whatever was portable and destroying the rest. Their free reign over the countryside ended when the Dutch took the extreme step of opening the dikes. Most of Phillipe's unit died in the ensuing floods, and Phillipe himself escaped only by the good luck of having actually been scouting, and having climbed a windmill to get a better view of the area. Cursing the Dutch, Phillipe prepared to make his way back to France.

However, what he and most other mortals did not know was that the European wars of the Sun King were in fact only one part of the continent-spanning wars between the newly-formed

Camarilla and the Sabbat rebels. The invasion of Holland had been a cover by the Camarilla to try to wipe out that northern bastion of the Black Hand. Phillipe discovered this one night as he camped out on the desolated countryside. His sleep was rudely interrupted by two crazed Sabbat Vampires seeking both blood and "recruits" to use as cannon fodder against their foes.

Phillipe managed to empty his two pistols into the attackers before they were on him. The sight of two creatures unaffected by bullets was almost enough to send his fatigued mind to the edge of madness, and when they sunk their teeth into his flesh he went over the edge. While he was unconscious they looked into his mind, learned what he had been doing for the last few weeks, and judged him fit for their purposes.

When he revived, Phillipe found himself surrounded by dirt, trapped deep under the earth. His now-Vampiric mind rebelled at this situation and in a Frenzy he clawed his way out of the grave. He was met at the surface by one of the Sabbat's grave-watchers, who knocked out the exhausted Phillipe and brought him before the Sabbat council. There he was told his



new purpose in life was to fight the Camarilla for the rest of eternity. Ever the good soldier, and now a crazed soldier to boot, Phillipe threw himself into the ensuing battles. He was part of many mass attacks by Black Hand against Camarilla strongholds in Southern France. While almost all the Sabbat would die, they would invariably destroy their target. The few survivors simply created more "troops", and went off to attack another stronghold. The survivors would drink the blood of those they killed; this was the only guaranteed means of survival, so they had nothing to lose.

Despite being created as cannon fodder, Phillipe has managed to survive and prosper thanks to his military skills and his insane obsession to destroy the Camarilla, which he now blames for all his misfortunes. In two attacks he was the only Vampire to survive, and he managed both times to feed on the blood of elder Vampires.

The rise of the New World as battle-ground between the two forces of Kindred has allowed Phillipe to prove his abilities over and over again. Before the Sabbat takes over a new city, it sends a number of two-Vampire teams to scout it out and prepare the way for the eventual attack. When the time comes, the scouts Embrace hundreds of mortals to supply cannon fodder and send to the Sabbat for help in leading the undead army. Phillipe has proven himself to be one of the Black Hand's most capable urban scouts and has been involved in every major Sabbat takeover in the past two hundred years. He was one of three scouts who oversaw the takeover of New York. Thus, he has been sent on the most difficult of missions, to pave the way for the Black Hand to take over Chicago.

Over the years, Phillipe has become fanatical about increasing his power to the point where he could not be harmed. Thus, the only thing which could convince him to reveal himself

from the behind the cover of his perpetual Obfuscate is the opportunity to drink the blood of an Elder.

He knows of only one Vampire older than himself in Chicago: the Brujah Tyler. He knows of that her battles with the Camarilla were partially responsible for the founding of the Sabbat — indeed they are legendary among his sect. No other Kindred in Chicago, with possible exception of Helena, knows this, and Phillipe intends to use this knowledge to enlist Tyler's aid. In addition, he is doing whatever he can to foster unrest and hostility between Anarchs and the establishment without revealing his presence in the city.

Sire: Sabbat

Nature: Fanatic

Demeanor: Survivor

Generation: 7th

Embrace: 1673 (born: 1650)

Apparent Age: 20s

Physical: Strength 5, Dexterity 5, Stamina 6

Social: Charisma 1, Manipulation 4, Appearance 3

Mental: Perception 6, Intelligence 3, Wits 4

Virtues: Conscience 0, Self-Control 0, Courage 5

Talents: Acting 3, Alertness 4, Athletics 2, Brawl 5, Dodge 6, Intimidation 3, Leadership 2, Subterfuge 4, Streetwise 3

Skills: Firearms 3, Melee 4, Security 3, Stealth 6, Survival 4

Knowledge: Investigation 4, Linguistics 4, Occult 2, Politics 2, Chicago 3

Disciplines: Animalism 1, Auspex 4, Celerity 2, Dominate 4, Fortitude 3, Obfuscate 5, Potence 2, Protean 4

Background: Sabbat Status 3

Humanity: 0

Willpower: 10

Blood Pool/Max per Turn: 20/5

Image: Tall and slim, with black hair and a trim mustache. Dresses in black.

Roleplaying Hints: Avoid contact at all costs, and when it is forced upon you pretend to be someone else. Under no circumstance should you ever reveal your true self to anyone.

Haven: Deserted old hotel in South Chicago. At one time it housed numerous homeless, who made the Sabbat's first meal in town.

Secrets: B+

Influence: Little to none — yet. However, when the time is right he is prepared to create a whole new batch of Sabbat Vampires here in Chicago. In a span of a month or so they will be able to create 20 to 30 new Kindred, and a month after that the number could double. Creating such numbers of Kindred has always been the way for the Sabbat, and throwing such cannon fodder at the Camarilla has been the only way to overthrow its rule.

Wendy Wade

From birth, Wendy Wade was groomed to one day take a position of power. The only child of one of Baltimore's most successful corporate lawyers, she attended the finest prep schools on the east coast and eventually earned her law degree from Columbia University in New York City, graduating at the top of her class in 1978. She went to work for one of Wall Street's most prestigious law firms and soon made her mark during the merger and acquisition frenzy which gripped businesses during the Reagan era. A dynamic, energetic and ruthless attorney, people who met her knew she was marked for great things as a lawyer. Then she made the mistake of walking home late from a neighborhood fern bar.

The Sabbat was preparing to expand its grip on the United States, and several of the Black Hand were out seeking converts. They saw Wendy making her way home and ambushed her in the lobby of her apartment building. They knocked her out, dragged her into their waiting van and drove off into the night.

When she regained consciousness she found herself in the dark, unable to move and with dirt in her mouth, nose and eyes. She also became aware of great changes going on within her body. Without knowing exactly what she was doing, she began expending Blood Points. With the phenomenal strength now available to her, she slowly managed to force her way through the earth, and after an hour of agonizing effort, reached the surface. The grave watchers, who were used to seeing Vampires arise in a frenzy if they rose at all, were amazed to see Wendy burst from the earth as sane and rational as a Neonate could be. They took her back to the Sabbat council, along with another recent burial who had managed to force her way to the top, and introduced them to their new life.

Wendy has been a great success among her new family. They have found her to be a quick learner, a keen observer and a natural tactician. Several Sabbat Elders have begun to groom her for greatness, and have assigned a number of the Black Hand's foremost members to show her the ropes. This is why she has been assigned to be part of the first scouting party to Chicago, along with one of the Sabbat's best scouts. However, Wendy is still deeply in love with her own invulnerability and tends to be overconfident. She approves of the Sabbat's position on controlling mortals, and dislikes having to hide her "superiority." Phillipe fears that this makes her more likely to let the Sabbat presence become known. Finally, she has learned that she can increase her power by feeding from an Elder, and is on the lookout for an opportunity. Since she is 13th generation, almost any Kindred will do.

Sire: Sabbat Coven

Nature: Deviant

Demeanor: Plotter

Generation: 13

Embrace: 1978 (Born: 1956)

Apparent Age: 20s

Physical: Strength 3, Dexterity 4, Stamina 4

Social: Charisma 4, Manipulation 5, Appearance 3

Mental: Perception 4, Intelligence 4, Wits 4

Virtues: Conscience 0, Self-Control 0, Courage 3

Talents: Acting 2, Alertness 2, Athletics 1, Brawl 1, Dodge 2, Intimidation 2, Subterfuge 4, Leadership 2

Skills: Drive 2, Etiquette 3, Firearms 1, Law 4, Stealth 2

Knowledge: Bureaucracy 3, Investigation 1, Politics 2

Disciplines: Auspex 1, Dominate 3, Fortitude 1, Obfuscate 1, Presence 4, Protean 3

Background: Allies 2, Contacts 2, Sabbat Status 2

Humanity: 0

Willpower: 10

Blood Pool/Max per Turn: 10/1

Image: An attractive, very business-like woman. Her brown hair is cut short and she still has a preference for power suits.

Roleplaying Hints: If you are drawn into a conversation about the Kindred, become adamant in pushing for the Sabbat's side. Try to convince the characters that your way is right. Then, if they are older than you, kill them and drink their blood.

Haven: Abandoned hotel in South Chicago (see *Pierre*, above)

Secrets: B

Influence: None





The Monitor

Rebekah was born almost 2000 years ago, just south of the holy city of Jerusalem. Like her parents, she was a fierce opponent of the Roman occupation of Judea. Unlike her parents, she took the battle to fierce new heights and became a member of what modern historians call the Zealots: a force of urban militants and rural peasants who battled both the Romans and the Jewish aristocrats. Rebekah, who moved into Jerusalem, was one of the few females who earned the privilege of being *sacarius*, or "dagger man," assassinating leading oppressors. After one particularly daring assassination of a Roman merchant, Jerusalem became too hot to hold her and she returned to the countryside of her youth.

It was there that she met Elihu, a Ventruë who hated the rich and took his hate out upon the upper classes of Jewish society. She became his retainer and served him in his personal crusades against those they both saw as oppressors. However, the Roman Empire began to re-assert its control over the countryside, and in a battle with a detachment of legionaries, Elihu was speared through the heart by a wooden *pilum*. After the Roman soldiers set his body on fire, Rebekah managed to drive them off with the aid of several old friends, only to find Elihu's body burnt beyond recognition. Somehow he still lived, and Rebekah offered him all her blood so that he could begin the long process of healing. He drained her, unable to prevent himself from drinking the last drop of her Vitæ. He came to his senses in time to return some of his Blood to her, and she became one of the Undead.

Together they fled a Palestine which was no longer safe, and travelled through the Roman Empire. For the next 1400 years they journeyed across Africa, Europe and Asia, feeding on

the rich and falling deeper and deeper in love with one another. Then came the Inquisition. Rebekah and Elihu were in Barcelona when the persecution began. At first they fought against the church and government attacks on Jews, Moslems, Vampires and other infidels just as they had fought the Romans more than a millenium before.

Then they were approached by an emissary of the newly founded Camarilla. This Methuselah gave with one hand and took with the other. He ordered the two Kindred to stop fighting the Inquisition on pain of a blood hunt, and then offered them membership in the new organization. Rebekah rejected the offer out of hand, and would have attacked the emissary right then and there had Elihu not restrained her. The new organization was the cause of the first and last fight between Rebekah and her Sire. Elihu wanted to join the fledgling group, while Rebekah wanted to fight all those who would oppress what she thought of as her peoples. Elihu left her and began a long journey to Cathay, where he hoped to disappear into anonymity.

Rebekah, enraged, enlisted the aid of a number of other Kindred who felt as she did and attacked him before he could leave Spain. In the battle her allies died, but not before she was able to sink her teeth deep into Elihu's throat and suck the essence of Caine from his body. The sight of her Sire and lover dead on the ground before her brought her back to her senses — horrified, she fled Spain and made her way back to the land were she had been Embraced.

For centuries she lived the life of an ascetic, often going without blood for weeks at a time, trying to control the deadly lust which she now saw as the bane of her existence. She felt her Humanity gaining ascendancy over the Beast which had ruled her for so long. Golconda itself eluded her, though. She took to wandering the Middle East, visiting holy sites and conversing with the greatest thinkers of the age. Finally, she journeyed to the caves near the top of Mount Ararat where, amidst the remains of the great ark, she pledged not to move until she had come to terms with the Beast within. In the dreams of her ravings, she was approached by an Ancient who had been watching her for some time, and he guided her through the tortuous path that was her Suspire. Two months later she crawled down from the summit, severely emaciated but safely within Golconda.

She soon discovered that there were other Kindred like her — elder, powerful Vampires who wished only to be left alone. She joined with these Inconnu, and they taught her of threats to her existence which before she had only suspected. They told her about the immortal Jyhad and the coming Gehenna, of the Antediluvians and their continuous wars against each other. She became one of the Inconnu monitors, watching over allotted areas to report events which might threaten the Inconnu peace. Watching and never interfering.

The Inconnu sent her to the newly freed English colonies in America to keep track of the Kindred who had played a role in the revolution. She went to the frontier where many of them dwelt, monitoring them as best she could and keeping in

close touch with the other Inconnu. She was attracted to Chicago by the battle between Maxwell and Lodin, and soon became sure that things there were not as they seemed. This city was in such a ferment of rebellion and chaos, and was so overcrowded, that it was judged to require its own monitor. Thus, she has stayed in the area ever since, unseen by most Kindred and a mystery to the rest.

While the Monitors are supposed to remain hidden watchers, taking no part in the event they view, Rebekah has been unable to maintain her detachment. Rebekah did admirably for years, but the rise of Maldavis finally drew her into the city's battles. She saw much of herself in the young rebel and threw herself into the hopeless battle, though too late to change the tide. She barely managed to maintain her anonymity when Maldavis was defeated, but she has continued to protect her and hopes the Anarch may one day rise again. She has even begun to enter the dreams of the young rebel and is slowly guiding her towards Golconda.

Sire: Elihu

Nature: Rebel

Demeanor: Loner

Generation: 5th

Embrace: AD 12 (Born: 9 BC)

Apparent Age: 20s

Physical: Strength 6, Dexterity 7, Stamina 6

Social: Charisma 5, Manipulation 5, Appearance 5

Mental: Perception 8, Intelligence 7, Wits 8

Talents: Acting 4, Alertness 6, Brawl 4, Dodge 4, Empathy 4, Subterfuge 5

Skills: Animal Ken 3, Drive 1, Etiquette 2, Melee 2, Music 3, Stealth 5

Knowledge: Investigation 5, Linguistics 8, Medicine 4, Occult 5, Chicago 7

Disciplines: Animalism 2, Auspex 6, Celerity 2, Dominate 6, Fortitude 4, Obfuscate 5, Potence 2, Presence 5, Protean 5

Background: Contacts 5, Resources 3, Retainers 2

Virtues: Conscience 5, Self-Control 5, Courage 8

Humanity: 10

Willpower: 10

Blood Pool/Max per Turn: 40/8

Notes: Rebekah avoids combat at all costs, but if somehow is forced into it she will have no mercy for her foe. She will employ all of her Disciplines and spend all her blood immediately on her Dexterity or Strength. Her extra level of Auspex allows her to sense the emotions of those around her on a Perception + Empathy roll (target of 7). Her extra level of Dominate allows her to calm frenzied Kindred without making them lose their self-will. Have the Vampire roll their Humanity against a target of 6. Lessen the Frenzy for every success. Five successes means the Frenzy is overcome completely, and a botch leads them to attack Rebekah.

Image: Rebekah was attractive as a mortal and a combination of the Blood and her own self-satisfaction make her more so. She has black hair and green eyes, and prefers the comfort of loose, flowing outfits.

Roleplaying Hints: You try to hide your role as monitor at all costs. When you do interact openly with others try to pass yourself off as a much younger Lick.

Haven: The Shedd Aquarium

Secrets: A +

Influence: Rebekah reports to the Inconnu councils. It is unlikely, but not entirely inconceivable, that she might be able to convince them to intervene in the affairs of Chicago.

Prias

More than three millenia ago, Prias was the most beautiful man in Asia Minor. When he met the beautiful Achean Helena, they knew they were meant for each other. Unfortunately, she had also attracted the attention of the ancient Toreador Minos. The two lovers fled to Asia Minor, where Prias' relatives were among the most powerful inhabitants. For ten years they were safe, but eventually Minos caught up with them. Prias did everything he could to defend Helena, but Minos abducted her and left Prias for dead. However, Prias managed to survive the attack and his relatives took him to Egypt, where he spent several years recuperating from his wounds. Finally he felt well enough to try and track down his old love.

He began with visits to Minos' old haunts in Crete and Rhodes. Finally, after 13 years of separation, he found his old lover in the Greek city of Argos. Minos was with her, and he had already turned Helena into a Vampire. Still, Prias was deter-



mined to slay the ancient evil, and with a force of his brothers' soldiers, he managed to drive a spear through Minos' heart. Much to his surprise, Helena leapt at the old Vampire and sank her teeth into his throat. After a minute she rose from the drained — and now destroyed — Elder with blood streaming down her smiling face.

Prias sent the remaining soldiers back to Asia Minor and he and Helena, now both well past 40, made their home in Tiryns. There she told him that Minos had given her eternal youth, and offered the gift to him Prias. Prias refused. Shocked at what she had become, he said he would never become one of the horrors who fed on the blood of the living. Afraid to lose her old lover, Helena told him how mortals could drink the blood of Vampires and gain both eternal life and extraordinary powers. This was much more to Prias' liking, so for the next 3000 years they lived happily with this arrangement, where Helena would feed on kine — and, later, on Kindred — and Prias would feed from her.

Without knowing what was happening, Prias soon found himself Blood Bound to his lover. He believed that their love had grown deeper, but Helena knew the truth. At first, she took great care never to abuse this power, but as time went by, things began to change. The first time she forced her will upon him was shortly after the pair had moved to the bustling metropolis of Carthage, and the Brujah were making their bid to rule the world from this North African city.

Prias wanted to remain above the fighting, but Helena wanted to charge into the fray and rule the world alongside the Brujah. She began using their Blood Bond to make Prias hunt down her enemies during the day and use his great fighting abilities to destroy them. When the tide began to shift against Carthage, Helena was among the first to sense the change. Since she had managed to keep the other Kindred from knowing of her role in the Punic wars, she and Prias fled to Rome, where they offered the Ventrue and Malkavians detailed knowledge of the Brujah forces in exchange for a position of power.

Their safety amongst the Romans was not to last. Menele soon realized the role Helena and Prias had played in the destruction of Carthage, and set about hunting them down. Their first encounter, in the city of Pompeii, almost cost all three their lives, but they escaped and for the next 1600 years battled their way across Eurasia. Finally, in a climactic battle in 1415 near Agincourt, France, Menele was dealt a near-fatal blow but escaped with the aid of a force of knights he controlled. Now Helena and Prias turned hunters. Despite their great abilities, it took them 77 years to discover where Menele had gone. Finally Prias heard legends of a New World to the west, where several Kindred said they believed Menele had gone — a fact confirmed by Helena's Auspex.

Together Helena and Prias made the trip across the Atlantic and began the long search for Menele. Their battles raged across two continents until the climactic battle by Fort Dearborn which left both Menele and Helena in torpor. Prias

took care of his beloved Helena, getting her to a place of safety near the fort, making sure she had enough blood and preparing to guard her body till she awoke. He stayed in hiding with his lover as the city of Chicago began to grow up around them.

Prias stopped feeding on Helena in order to ensure that she would have enough Blood to complete her healing. He began making trips across America, using the powers he had gained from 3000 years of drinking Helena's super-potent Blood to kill other Kindred and take their Blood. As he continued this process, he began to feel his Blood Bond with Helena, a bond he never knew he had, slipping away. Amazed at having free will for the first time in 2000 years, Prias pledged never again to drink her Blood, and to only take Blood from Kindred he has killed. He has gone to great pains to try and keep his former lover from learning that her control of him is gone. Since he did feast on her for so long, the powers he has gained have not left him. Despite this, he is afraid they may, and has begun to think about killing the woman who once gave his life meaning.

Very few Kindred have ever encountered Prias and lived to tell about it. Those who have, including Chicago's Tremere, believe him to be an Inconnu, since he reads as a Vampire to Auspex due to his long feeding on Vampiric Blood. Prias killed a number of Chicago's Kindred on both sides of the Jyhad in the mid-80s and still has some of their Blood in storage. Since he also has Helena's blood coursing through his system, he only needs to drink the equivalent of a point of Blood a month to maintain his immortality, youthful beauty and powers.

He is still deeply in love with Helena, though he feels (quite rightly) that she betrayed him. He still does most of what she orders but of course is no longer bound to her — something she has not yet begun to notice.

Sire: None

Nature: Caregiver

Demeanor: Conformist

Generation: None

Apparent Age: Late 20s

Physical: Strength 5, Dexterity 5, Stamina 5

Social: Charisma 5, Manipulation 5, Appearance 5

Mental: Perception 5, Intelligence 5, Wits 5

Talents: Acting 1, Alertness 2, Brawl 3, Dodge 3, Subterfuge 4,

Skills: Drive 2, Etiquette 3, Melee 7, Stealth 4, Survival 2

Knowledge: Linguistics 5, Occult 2, Chicago 4

Disciplines: Animalism 1, Auspex 4, Celerity 1, Dominate 2, Fortitude 2, Obfuscate 1, Potence 3

Background: Mentor 5, Resources 2

Virtues: Conscience 3, Self-Control 5, Courage 4

Humanity: 8

Willpower: 10

Blood Pool/Max per Turn: 10/1

Notes: He possesses a sword which provides him with great powers. While it is not exactly magical, it can not be

denied that it has a certain mystical dweomer. Made of silver, it creates wounds that cannot be healed by Vampires. Only by mixing another Vampire's Blood with their own and then pressing it to the wound can they heal it (requiring 3 points total). This weapon was created for him by the Vampiric craftsmen of Carthage for use in his Vampire-hunting expeditions.

Image: An extremely beautiful blond young man with deep blue eyes and a dark, rich tan. Prefers robes to any other garb and is likely to go out in a gorgeous long coat, boots and nothing else.

Roleplaying Hints: Act very mysteriously. Allude to greater secrets but don't get into specifics. At the first opportunity, try to add to your stock of blood.

Haven: With Helena

Secrets: A

Influence: None, except through Helena

Gulfora

Gulfora is one of the few remaining succubi left with a physical presence on Earth. As far as she is concerned, she has existed for almost as long as the earth itself has, and believes she came into being on the fourth day of creation, when God created the creatures of the sea and the air. However, succubi, like all demons, are great liars, and anyone who believes their stories would do well to never buy a bridge in Brooklyn.

Gulfora's history is a long and bloody one. The Sumerians were the first people to write about her, and their cuneiform warnings about her powers date back to 2300 B.C. Other civilizations, from the Egyptians to the Puritans, have feared her, and rightly so. There is probably no Vampire who can

match her murder for murder — unless those rumors about Stalin or the Khmer Rouge are true.

She migrated to Chicago with the advent of the railroads and the huge influx of the poor and downtrodden which so expanded the city. After moving from Haven to Haven, Gulfora eventually took up residence beneath the Museum of Science and Industry in Hyde Park. Although she sleeps there, she can most often be found in the sewers making her way through the city.

Gulfora differs from Vampires in a number of ways. First of all, she is not undead. Indeed, she has never lived at all. To people of the Western tradition she was created along with the other angels, and fell from grace. To people of Eastern traditions she tends to be considered one of the malevolent forces of nature. Her second main difference comes from the fact that she does not gain sustenance from sucking blood. In fact, the only way she "feeds" is by sexual intercourse. Thus she is unable to spend Blood Points to increase her physical attributes.

Finally, she is invulnerable to the Dominate discipline (though the Tremere are rumored to have a ritual which has the same effect) and always reads as having a deep red-black aura. She despises the Kindred and is unable to feed off them, just as they are unable to feed off her. However, she has never taken any action against them.

Nature: Deviant

Demeanor: Bon Vivant

Physical: Strength 5, Dexterity 5, Stamina 5

Social: Charisma 8, Manipulation 9, Appearance 10

Mental: Perception 5, Intelligence 5, Wits 5

Talents: Acting 5, Empathy 5, Intimidation 5

Skills: Etiquette 5, Seduction 10

Knowledge: Occult 5

Disciplines: Auspex 5, Dominate 5 (Only on men), Obfuscate 5, Presence 5, Thaumaturgy 6

Virtues: Conscience 0, Self-Control 0, Courage 0

Background: Herd 5, Retainers 1

Humanity: 0

Willpower: 10

Notes: While Gulfora is bothered by religious symbols, they do her no harm. She is also not affected by the sun or fire, though she avoids both. While she is no great foe in combat, her extra level of Thaumaturgy lets her turn insubstantial at will. She can also travel in that form. Finally, her Dominate only works on males (yes, male Vampires too).

Image: As beautiful as she wants to be. Don't bother describing her clothes — she doesn't wear any.

Roleplaying Hints: Everything you do is as sultry and as sensual as it can be. Think of yourself as Madonna in a slow motion video.

Haven: The Museum of Science and Industry. She also lives in the sewers beneath the city. The Nosferatu



know that something else lives down there with them, but they have no clue what or who it is. There are rumors among the Kindred about a monster beneath the streets, but few would believe that there is such a thing as a creature like this.

Secrets: A

Influence: Complete control of almost any man.

Yaryan

Yaryan still remembers the day he met the Pale Wolf just as vividly as if it had been yesterday. Then Yaryan had been known as Shining Deer for his great beauty, and he hoped to someday become medicine man for his people and serve them with all his talents and skills. The Pale Wolf changed that. He offered Shining Deer's teacher an eternity to live and the teacher accepted. His teacher in turn passed the gift on to the Shining Deer.

While Shining Deer did not like the blood thirst forced upon him, he came to accept his new form and soon a small group of Cainites had been made in the wilds of North America. For generations they lived on in peace. Then came the white men.

Running Deer's tribe had heard about these ravaging creatures who seemed to take special pride in driving the red men from their ancestral lands. When they tried to do this to Running Deer's tribe, they found themselves checked. Not only did the Amerinds have a cult of Vampires to help them, but Chief Black Hawk had become their leader and had proven himself to be a mighty commander. They forced the bluecoats to abandon their fort once, but then the whitemen returned in mass, and with immortal allies of their own.



Soon the tide turned against Shining Deer's tribe. Unable to defeat the overwhelming technology of their enemies with bravery alone, they found themselves being defeated again and again. During one especially ferocious battle Shining Deer saw the Pale Wolf lose all control. In a fury the likes of which Shining Deer had never seen, the Pale Wolf attacked a woman who seemed to be leading the enemy and soon both were struck down. Shining Deer and the other surviving Amerind Vampires attacked, and managed to rescue their ally, but not before he had been even more grievously wounded.

Defeated and without hope, Shining Deer's tribe left the area, but not without a pledge of someday returning to their old home. To this end they left Shining Deer and the Pale Wolf behind, to find a place of safety where the Pale Wolf could recover.

For more than a century Shining Deer stayed with the Pale Wolf, protecting him from all harm. He stayed apart from the city which grew up around him and only ventured forth for the Vitae he needed to stay alive. Thus his amazement knew no bounds when visitors like himself came to his haven.

They sought the Pale Wolf who Shining Deer had cared for so long. Shining Deer took an instant dislike to them, and this dislike grew when he discovered their interest in killing his helpless charge. However, the reason for this desire surprised him even more. By killing the Pale Wolf, who they called Menele, they could become even more powerful. Horrified by what he heard, he drove the newcomers from his Haven, but not before they told him how Menele and his ancient Jyhad had been responsible for the destruction of his tribe.

Shining Deer moved Menele on to a new hiding place, and began to meditate on what he had been told. The more he thought about it, the more he decided that his visitors had been correct — Menele had been responsible for his tribe's woes. Then he found out that something prevented him from doing anything with this new knowledge, and that the source of his distress was the Vampire he had guarded for so long. Now extremely bitter at the wrong committed against him and his people, Shining Deer decided only a complete break with what he had been could lead to freedom.

With the help of an ancient purification rite and the Yaryan root, he managed to break the bonds which held him to his old master. Then he fled into the city, hoping to lose himself among the teeming hordes. This he has done for the past many years, hiding from Kindred and kine alike. However, he has maintained a link to Menele through an ancient trapper who serves as his retainer. The trapper occasionally checks on Menele, and knows how to contact Yaryan should anything be wrong. Despite his new knowledge, Yaryan would still return to the aid of his ancestor if he knew something had gone wrong.

Sire: Clear Brook

Nature: Martyr
Demeanor: Caregiver
Generation: 6
Embrace: 1750 (Born: 1730)
Apparent Age: 20s
Physical: Strength 4, Dexterity 4, Stamina 5
Social: Charisma 3, Manipulation 3, Appearance 7
Mental: Perception 6, Intelligence 6, Wits 6
Virtues: Conscience 5, Self-Control 3, Courage 4
Talents: Acting 4, Alertness 3, Athletics 3, Brawl 2, Dodge 3, Empathy 6, Subterfuge 2
Skills: Animal Ken 6, Drive 1, Melee 2, Music 2, Stealth 2, Survival 2
Knowledge: Linguistics 2, Occult 5, Medicine 4
Disciplines: Animalism 5, Auspex 2, Celerity 3, Obfuscate 6, Potence 1, Presence 1

Background: Resources 2, Retainer 1
Humanity: 8
Willpower: 9
Blood Pool/Max per Turn: 30/6
Image: An extremely beautiful male Amerind with long black hair and eyes highlighted by shining black pupils. Dresses in leather clothes he himself cured.
Roleplaying Hints: Stay quiet and try to draw out who have you are talking to, discovering as much about them while revealing little about yourself.
Haven: Near Menele
Secrets: B
Influence: None
Notes: Yaryan's sixth level of Obfuscate allows him to cloak his aura so it always appears blue-white.

Coteries

The Kindred of the world perform a murderous ballet, filled with darkness, treachery and deceit. Nowhere is this more true than in the blood-soaked streets of Chicago, where Anarchs battle both the Elders and one another, Sabbat assassins carry out their deadly missions and the Prince's Get war for control of the city, all before the backdrop of an ages-old Jyhad. No Cainite, not even the two Methuselahs who are responsible for so much of what occurs in the city, fully comprehends the complexity of the Vampiric community here.

Of course, Helena and Menele have the honor of being the two primadonnas in this dangerous dance. The influence of these Methuselahs stretches out over all aspects of the Cainites' existences, affecting their choices of actions, Havens and allies. Their webs of control extend over almost every Vampire in the city; each one they control directly has control over many others — and so the network extends. Any significant newcomers to the city (player characters, for instance) will soon become the prize in another skirmish between Helena and Menele. While each Methuselah would prefer to control any newcomers, either may settle for preventing the prize from falling into the enemy camp — normally by destroying them.

But even these two mighty immortals are not omnipotent, nor do they exert control all the time. Most Kindred, most of the time, act on their own initiative, and thus tend to gravitate toward other Vampires who share their interests and desires. Understanding these groupings and their interrelationships is the best way to make sense of the complex dance in which the Vampires of Chicago are so involved.

While the term *Coterie* most often refers to those Kindred who serve and protect each other, it also refers more

generally to any group of Vampires with common interests. In Chicago, these Coteries can be most easily seen as a wagon wheel. The axle around which everything turns is composed of the two Methuselahs (yes, they share a common interest, but we shall not speak of the Antediluvians in this supplement). The spokes leading to the rim are the Primogen, made up of those elders who appear to rule the city. The rim, and the part of the wheel that does all the work and takes all the damage, is made up of the Ancillae and Neonates of the Chicago, whose battles, schemes and plots give the city its unique diversity.

This interaction serves to make the Vampiric community so confusing to newcomers. Just when the player characters believe they have begun to understand how the city works, they will uncover yet another level of secrets which will prove their latest understanding to be false. For instance, just when they believe they know that all the Brujah are in the Anarchs' camp, they will discover that Sheriff is a Brujah. Just when they think all the Ventrue are in the service of the Prince, they will find out that one of the Anarch leaders is the scion of Lodin. Use the following list of coteries in that vein.

Included in each description is a statement of the coterie's purpose, as most Kindred see it. This may or may not be true or even intelligible, and the true goal of a Coterie may be unknown even to its members. Again, player characters may seize on an apparent purpose and believe that they understand everything about a Coterie — but truth is never so simple. Just when they think they have the city figured out, spring a new set of circumstances on them and watch them scramble like swine after table scraps.

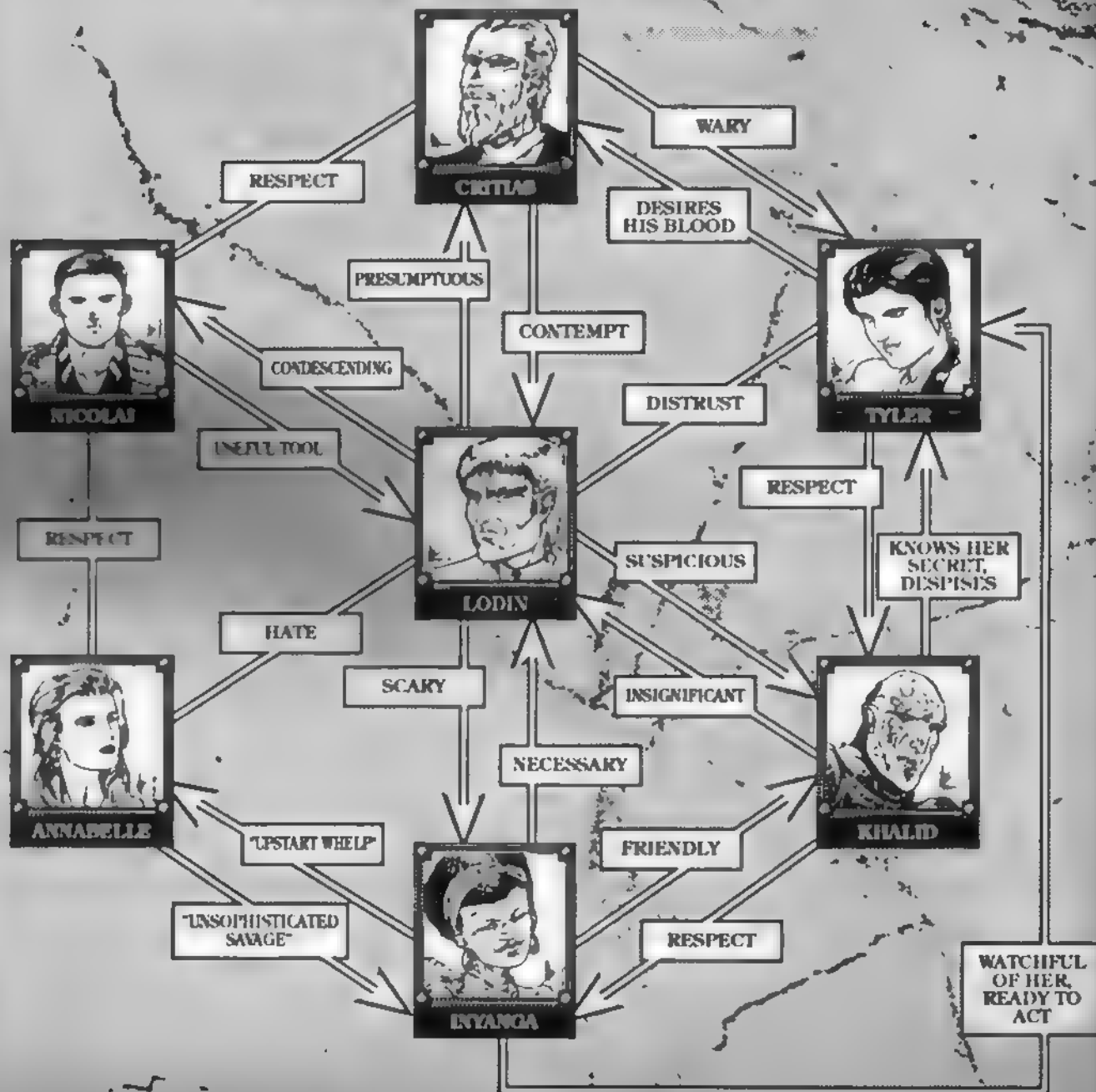
The Primogen

Members: Critias, Tyler, Inyanga, Khalid, Annabelle and Nicolai.

Meeting Place: The Primogen almost always meets somewhere in Elysium, for they do not trust one another enough to

reveal the location of their own Havens. They will pass messages back and forth at the Symphony or theater, or on rare occasion may hold a tribunal after hours in one of the Museums. Even when they are not together, messages pass back and forth between them by trusted retainers. The intrigue among this group never ends; it is this game which gives them the zest which allows them to endure their existence.

PRIMOGEN



Perceived Goal: Assisting and overseeing Lodin's rule of the city for the benefit of the Camarilla and the perpetuation of the Masquerade.

Real Goal: Fighting the Methuselahs' battles.

The Primogen is the most powerful Coterie in the city. While most cities have no more than three to five Elders among the Primogen, Chicago has six, more than any other city in America. While this size can be (and often is) attributed to the fact that the Chicago metropolitan area is the third largest in the United States and the largest under direct Camarilla control, blame really lies with the Methuselahs. At least two of the Primogen are direct descendants of one or the other, and most of the others have spent a good deal of time under their subtle Domination.

While the members of the Primogen are the most powerful Kindred in Chicago, there is actually very little day-to-day conflict between the Methuselahs regarding who controls whom. Because extended Domination tends to make future Domination that much easier, the Methuselah who first took control of one of the Primogen generally maintains that control. However that is not always the case: Annabelle was once under Helena's influence, but is now secretly under the sway of Menele.

Additionally, the fact that Menele remains in torpor and Helena is secretly recovering from that state limits their nightly activities. They find it easiest to use their control of the Primogen to try and extend their power over Chicago. This is generally how all ancients in Torpor manage their affairs — through one or two Kindred who directly control other Vampires either through the Blood Bond or extended Domination.

The Primogen enjoys substantial powers. Since the most powerful Elders in Chicago make up this mighty force, displeasing them would mean death for any younger Vampire. As a group, they choose the Prince, who rules at their pleasure — a fact of which Lodin has recently been reminded (see *Maldavis' Rebellion* in chapter 3). Lodin may not now create progeny without their approval, and must consult them before granting such permission to any other Kindred. His powers have been significantly curbed in the last few years.

While their direct hold over the Prince may be their most obvious power, the Primogen's greatest strength is in fact their influence over the myriad groups of Kindred in Chicago. For instance, no member of the Tremere can act without Nicolai's approval, and he can call them together in the name of the clan to do his bidding. The same is true for Khalid and his Nosferatu, and the two Elder Brujah and their various groups of Anarchs. Critias has substantial influence over Hunds' group of Anarchs, while Tyler has developed a secret control over Juggler. While Inyanga and Annabelle do not have such blatant control, the younger Licks of their clans still follow their leads in most areas. For instance, the Wolf Pack stayed out of Maldavis' rebellion on Inyanga's advice; she was unsure of the battle's outcome would

go and was afraid of what would happen to Gangrel on the wrong side. No Vampire can stand against a united Primogen — but fortunately, such solidarity is a rare event.

One cannot be elected to the Primogen, nor invited to join. In the beginning, the most powerful Cainites in the city realized they held all the strings, and began to meet at the Opera and Symphony halls — the birth of what is now known as Elysium. None wanted to take the risk of becoming Prince, and they found it more convenient to control the Prince as a group. All matters were decided by consensus, and though their arguments would sometimes erupt into open warfare, more often they would settle things behind the scenes. As time went on, the most powerful of the Kindred who moved to Chicago would hear of the Primogen, and begin to manipulate affairs to their own liking. Those who survived became de facto members of the Primogen.

The Primogen has become divided into two camps. The balance is more-or-less equal, though each Methuselah believes that the other has the upper hand. Helena Dominates Nicolai and Tyler is Blood Bound to her; she believes Annabelle, the Childe of her Childe, is under control. Firmly planted in Menele's camp (once again without their knowledge) are Inyanga and Critias (who is Blood Bound to him), and Menele believes he secretly controls Annabelle. Inyanga and Annabelle are controlled though the use of extended Domination.

The Nosferatu Khalid is the only member of the Primogen who has remained entirely free of the Methuselahs. When he first arrived in Chicago, he used his extraordinary powers of Obfuscate to remain hidden even from the watchful eyes of his Elders. By the time they became aware of his presence, both believed the other controlled him and neither has tried to bring him into their fold. Khalid believes his actions are still his own, and has done his best to keep it that way.

The Primogen itself fills a number of disparate roles. Ostensibly they wield their power to support the Lexitationis and ensure that no Lick violates the rules of the Camarilla. They are the foremost representatives of that great Vampiric council, and indeed have substantial power within that organization. However, no Vampire is stupid enough to believe that this is their main reason for being a member of the Primogen.

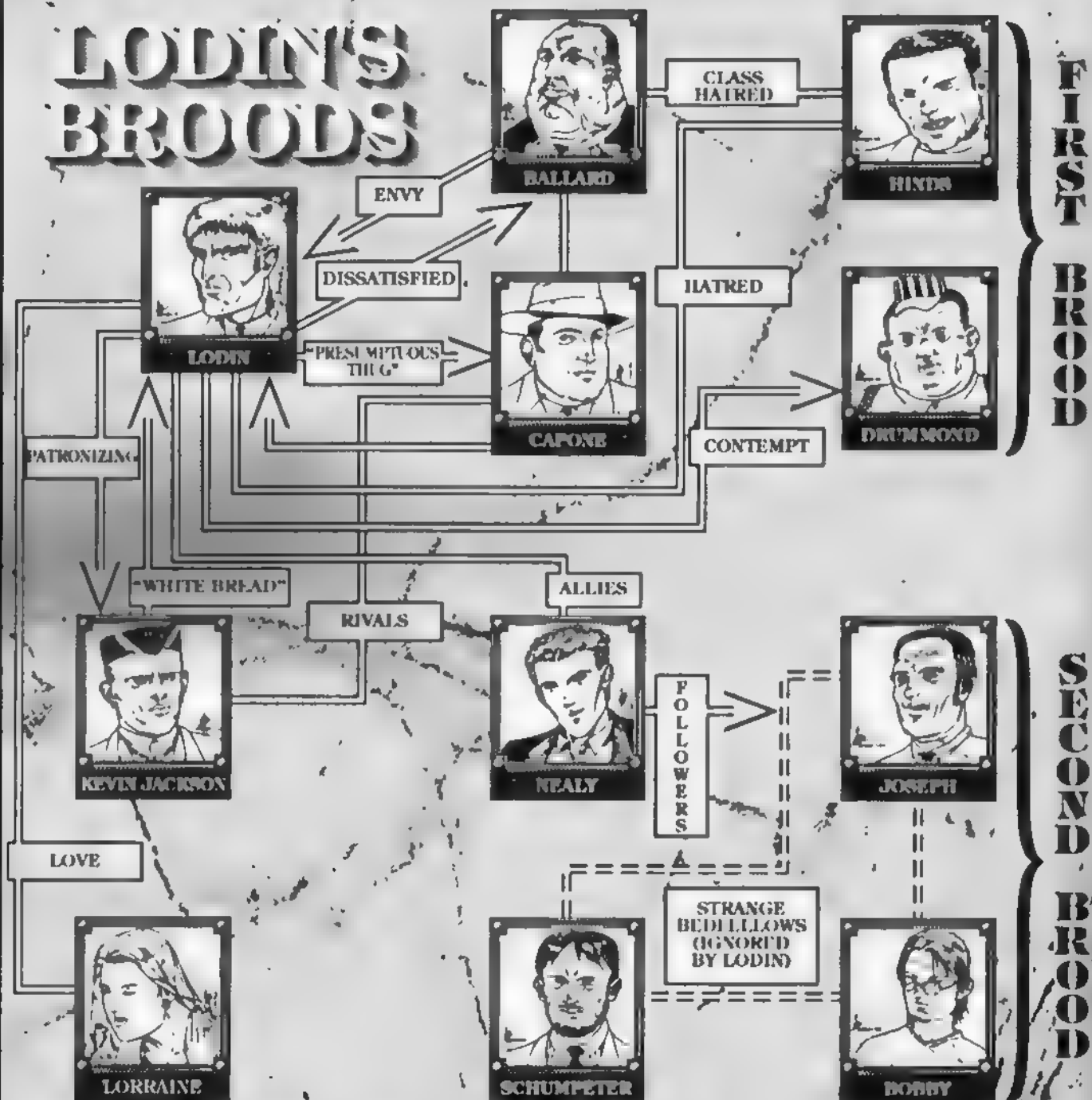
In fact, each of the Elders has personal reasons for maintaining a position in the Primogen. Most Kindred suspect the Tremere has some master plan for ruling all Vampires, and Nicolai believes his main reason for serving as a Primogen is to carry out his clan's wishes. On the other hand, Khalid uses his position as a to try and maintain his independence, and to keep better track of what the other Elders are doing. While Tyler would not be as forthright, she has long been motivated by a lust for power and sees her role in the Primogen as a way to feed her growing ambition. On the other hand, Critias claims to enjoy the Primogen for the intellectual stimulation it brings him, but in fact he serves on it purely because Menele wants him to. Annabelle Treabelle sits on the council for its prestige, and to

prevent any decision which could hurt her or her plans. Inyanga sees herself as a guardian of both Kindred and kine, and tries to mitigate the damage the Primogen's decisions can cause.

Of course, all are actually serving their Methuselah's interests, though few of them care to admit it, and indeed most

do not even realize it. Though this control is broad, it does not affect everything the Primogen does, and only makes itself felt at certain times.

As a general rule, the members of the Primogen act as countering forces to one another. Any action requires at least



majority support, but the majority must be careful not to alienate the minority, since even a minority of Elders can be a fearsome opponent. Therefore, it is rare for the Primogen to take any radical action. The only recent exception to this has been the decision to support Maldavis against Lodin, which was supported by Annabelle, Critias, Inyanga and Khalid. While Helena could have used her three Primogen to fight the decision in an all-out war, she decided to use the opportunity to try and enlist Annabelle in her cause. By use of her Dominate and a promise that Annabelle could sire two new progeny, she believes she won. However, Menele has secretly controlled Annabelle for years, and she has become the Methuselah's most recent battleground.

Lodin's Broods

Members: Ballard, Hinds, Drummond, Capone, Neally, Schumpeter, Kevin Jackson, Joseph, Bobby Weatherbottom and Lorraine.

Meeting Place: Though they rarely have large-scale meetings. On the occasions in which they do, they almost always meet at Lodin's Haven (supposedly, only these Ventrues know where it is). Lodin meets much more frequently with the members of his second brood than with his first.

Perceived Goal: Helping Lodin run the city and further the ambitions of Clan Ventrue.

Real Goal: Survival, as well as gaining power for themselves.

Prince Lodin has created two broods to help him run the city. Ballard, Hinds, Drummond and Capone compose the first brood, created by Lodin between the late 1800s and World War II. The Prince created each lieutenant for a specific purpose and each has succeeded at that purpose beyond Lodin's wildest hopes — much to his distress.

Lodin's two greatest successes have also proven to be his greatest fears. He envisioned Ballard as running the city's legitimate businesses and Capone as manipulating its extensive underworld, thus balancing each other out for the greater glory of himself. Both lieutenants now control almost every aspect of their respective realms, to the point that Lodin can no longer be sure if they are furthering his power or their own. Even though the two appear to be competing fiercely for influence among the mortals, Lodin suspects that they are plotting to destroy him. Still, he knows he would have a difficult time controlling the city without them. Thus he watches them warily but accedes to their wishes, even when it comes to such things as Siring new Get.

Lodin Embraced Hinds hoping that the socialist leader would be able to take control of the unions away from Modius. Hinds did just that, and he took them with him when he joined the Anarchs — forcing Lodin to try to destroy the unions. On the other hand, Lodin wanted Drummond to take control of the

railroads, then the city's lifeline. Drummond has been extremely successful in this role. Unfortunately, he has never accepted that the railroads have lost almost all of their importance in the last 30 years, and Lodin is stuck with an almost useless follower who continues to have delusions of grandeur.

Lodin created most of his second brood in the 1980s, hoping these new Kindred would help him become less reliant upon his older brood. He took great care in planning who would be among his new lieutenants, even to the point of seeking the advice of knowledgeable mortals. Thus he created a new brood which he hoped would balance the old, but without the ambition to attempt to overthrow him. It has not lived up to his expectations. For the most part, the new lieutenants have proven incompetent, incapable of dealing with the older brood and without sufficient motivation to carry out their duties. Lodin choose only too well — for failure. Those who have proven their competence, like Kevin Jackson and Bobby Weatherbottom, have also demonstrated an independence Lodin finds disturbing.

Still, until their individual schemes come to fruition, all Lodin's lieutenants find that in serving the Prince they serve themselves. Through them, he is able to manipulate the mortals as he desires, bringing to power complacent, easily Dominated kine who leave the city ripe for his hunting. He and his lieutenants ensure that the police are on his side, that the economy fosters a large number of downtrodden kine whose presence will not be missed, and that the media ignore indications of Vampiric activity. Note that Lodin Blood Bound none of these Kindred. While he would like to force the Bond on all the Kindred of Chicago, the Primogen will not allow him to take on this sort of power even among his own progeny. Thus he tries to extend his power by playing one faction against another and by using his Dominate discipline.

If Lodin was destroyed in Ashes to Ashes, then these broods have already split into their separate factions. Ballard and Capone will be maneuvering for power and in open warfare with one another — Helena does not control either of them directly. Most of the second brood will have banded together under Neally for their own protection, trying to maintain Ventrue dominance over Chicago. Kevin Jackson will be safely ensconced within his own Haven, guarded by gang members with automatic weapons and flamethrowers, while Bobby Weatherbottom would have run to Annabelle for protection.

Under the command of Lodin this Coterie can be a fearsome force, especially during any of the crises which periodically rock the city. However, when they are not united under the banners of Lodin and clan Ventrue, their rivalries or lack of motivation make them weak indeed.

The Sewer Rats

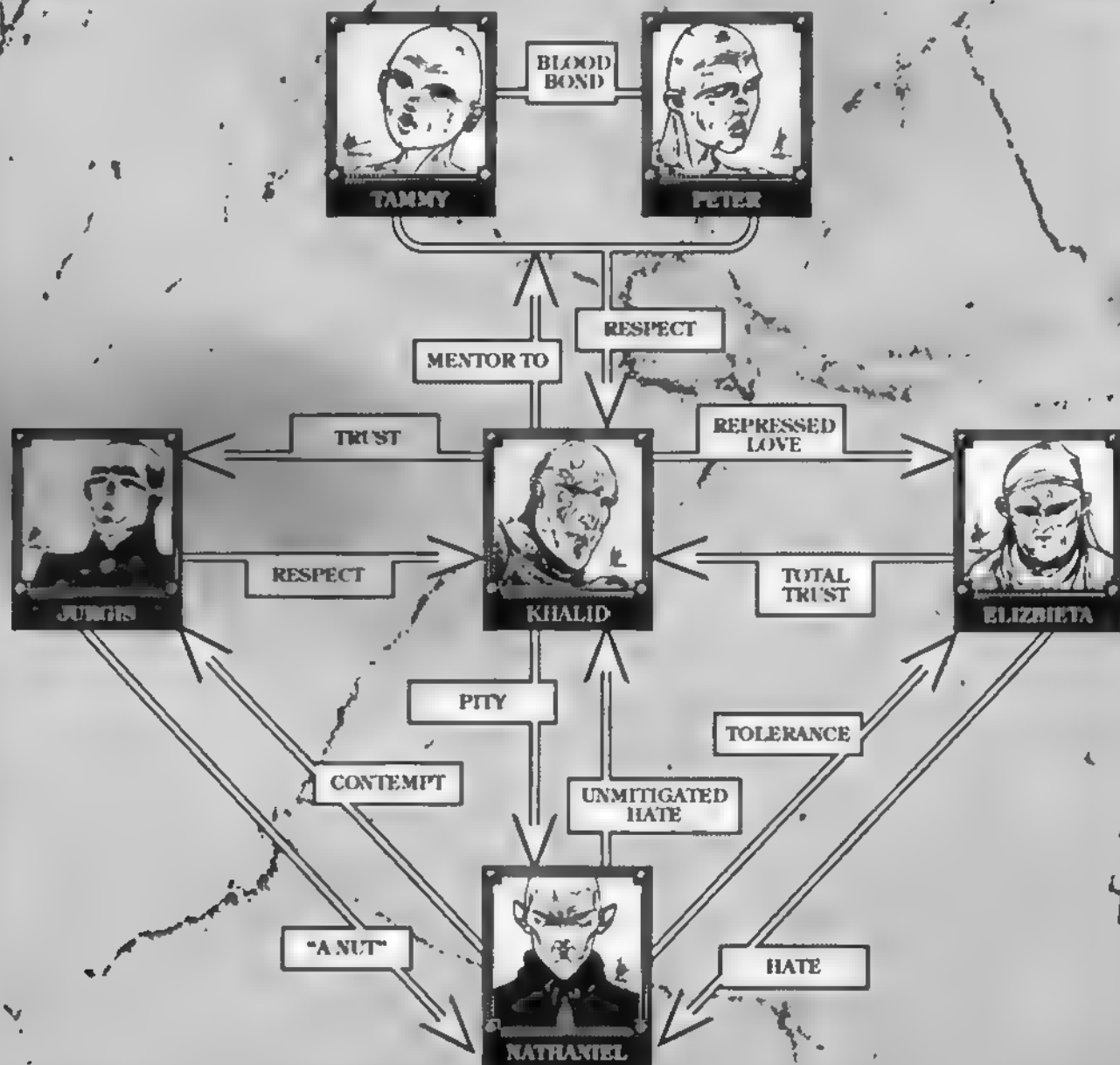
Members: Khalid, Elzbieta, Jurgis, Peter, Tammy and Nathaniel.

Meeting Place: This Coterie usually meets in Khalid's haven in the sewers, though they are quite sociable among themselves and frequently meet at one place or another throughout the city.

Perceived Goal: Keeping abreast of events affecting the Kindred so as to maintain their own freedom.

Real Goal: Maintaining Khalid's freedom.

SEWER RATS



If knowledge equals power, then the Nosferatu have become the most powerful clan in Chicago. Others may sneer at the way these Sewer Rats skulk in shadows, running from hiding-place to hiding-place, but none would laugh if they knew the extent of the Nosferatu "intelligence service."

Khalid has taken great care in maintaining this spy network. Any Nosferatu in this Coterie can call on the aid of any other and be sure that they will respond. They meet in the darkness to exchange information, and they all know they can go to Khalid's Haven for safety.

↳ Khalid began organizing the Nosferatu just prior to the Nights of Rage in the 1960s. Up until that point they had served primarily as gossips who stayed abreast of current affairs on the off-chance they might be affected. However, the events of this bloody time confirmed Khalid's suspicions that more went on in Chicago than just the machinations of the Primogen. To discover who was behind everything, and to ensure that he would remain free of their control, he began to request specific information of the other Nosferatu, and together they began to compile an extensive census and survey of the city.

The Nosferatu use their Obfuscate to listen in on the conversations of Vampires from all parts of the city. They can be found throughout Elysium and the Rack, and there is almost always one of them at the Succubus club. Elaborate precautions are necessary for any Kindred who wishes to make a plan without the Nosferatu knowing.

The Elders

Members: Ballard, Capone, Neally, DuSable, Sir, Nicolai, Annabelle, Lodin, Tyler, Gaughan, Critias, Inyanga, Bret, Tamoszius, Garwood, Schumpeter, Joseph, Drummond, Johann.

Meeting Place: Elysium on a regular basis.

Perceived Goal: Manage and discuss the affairs of the city

Real Goal: Have a good time as the most important Kindred in the City

The self-styled Elders of Chicago all meet quite regularly in the those places which have been designated as Elysium. This includes Chicago City Ballet, The Linda Enfield Art Gallery, Central Library, the Art Museum of Chicago, Smart Gallery, Chicago Opera Theater, Orchestra Hall, Arie Crown Theatre and the Civic Theater.

Though some come simply to enjoy performances or exhibits, more come to converse, scheme and plot. Typically they will attend some sort of performance early in the evening, mixing with the mortals but engaging in their own intrigues all the while. After most of the mortals go home they retire to the empty museums and galleries, and wander through their marble halls. The security guards are all under the control of the Elders, so that any who show signs of being Kindred will be readily let in. Here the plotting continues at a more fevered pace, though again some come simply to appreciate the new works of art.

Most of this group shows up on Friday and Saturday nights, and spend the rest of the week on their own activities. However, a few may usually be found at some performance or another on any night of the week. They simply do not have anything better to do.

This is easily the largest Coterie in the city, but it certainly the least united. Its disparate members each have their own agendas and their betrayal and distrust of each other has become proverbial: *"I trust you as much as I'd trust a promise made in the Opera House."*

The Chantry

Members: Nicolai, DuSable, Garwood Marshall, Erichtho, Gordon Keaton.

Meeting Place: The Chantry, once a month.

THE ELDERS

PRIMOGEN
Executive Committee

LODIN
Administration

BALLARD & CAPONE
Generals

THE REMAINING ELDERS
Gossips

Perceived Goal: Furthering the plans of the Tremere.

Real Goal: The same.

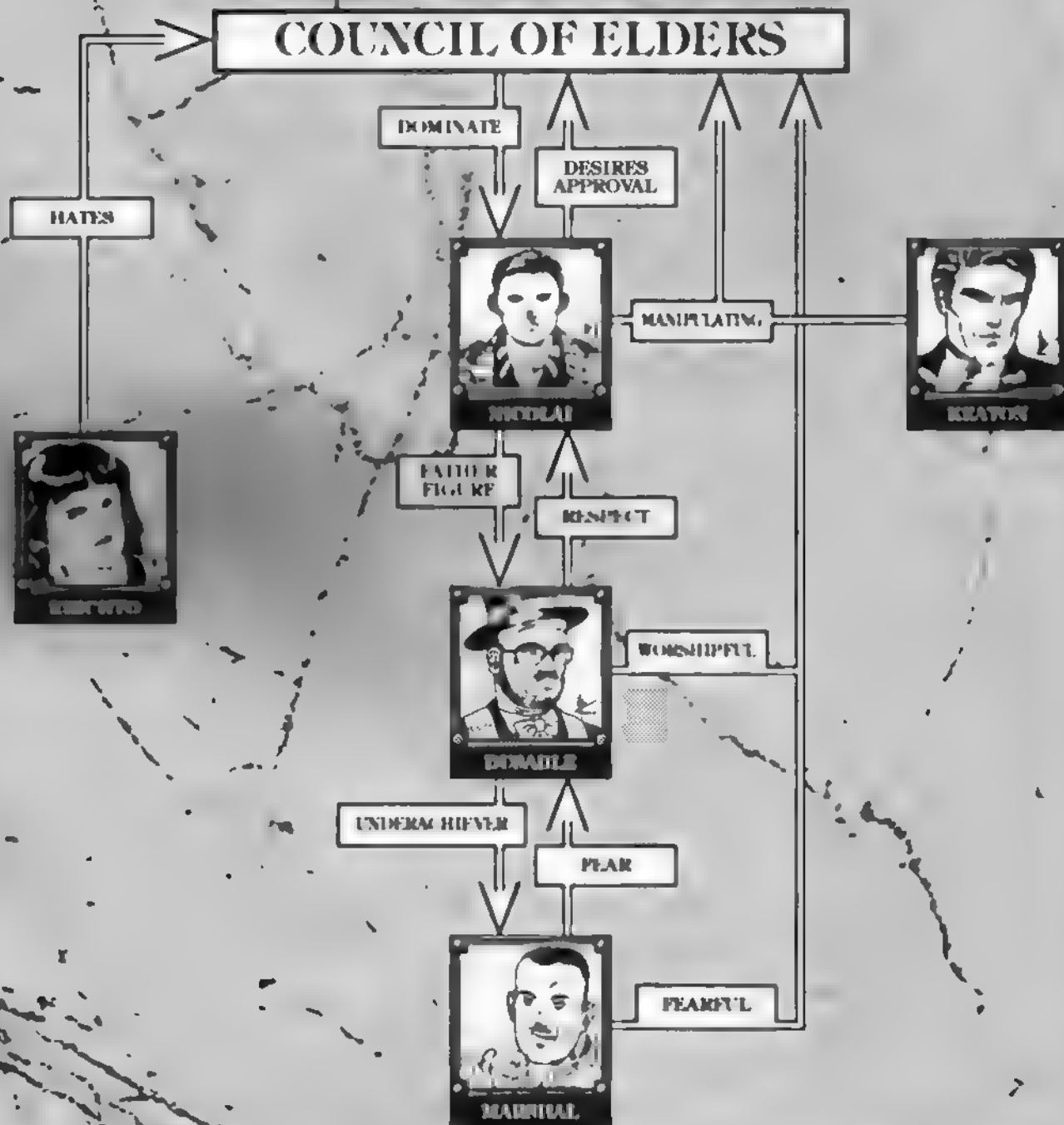
Nobody trusts the Tremere. In Chicago, suspicions have risen to a fever pitch due to the apparent weakness of the clan — many are convinced that they secretly control the

Primogen. Whenever anything goes wrong, it is the Tremere who are most often blamed.

The only Tremere most of the city's residents ever encounter is Marshall, who in no way fits the stereotype of the Warlocks. If players probe deeper, then they may discover

THE CHANTRY

COUNCIL OF ELDERS



DuSable, who appears to be a quiet, uninvolved old man. This dearth of active Tremere should lead them to invent monstrous fantasies about the role of the Tremere. Ask the average Brujah who is behind everything and they will blame either the Antediluvians or the Tremere.

Nicolai came to Chicago under orders to take control of the city. Acting on the belief that controlling it from the top down would be the best system, he immediately gained a place on the Primogen and has been one of Lodin's primary supporters. He also came to the attention of the sleeping Helena, who, more familiar with the Tremere than Menele, took control of him as soon as he entered the city.

Nicolai remains unsure as to why he must control Chicago, but he follows his orders without question, hoping someday to gain the respect of the leaders of his clan. With DuSable's active help, and Marshall and Erichtho's more reluctant aid, Nicolai holds a position of power in the city, but has found his bids for more direct control stymied by the other Primogen. Now he bides his time, waiting for the right moment.

The Tremere have monthly meetings at the Chantry, where a ritual is performed that puts them in contact with the council of Elders in Vienna, as well as with other Chantries in the United States.

Though Gordon Keaton is not a member of the Tremere, he has been promised the secrets of Thaumaturgy if he does certain favors for the Chantry. He is often found at the Chantry being taught "Arcane Lore" by one of the Tremere. Though he has not yet done anything in return, they are preparing to set him to certain tasks that further their ends.

During Maldavis' bid for power, Nicolai finally discovered where Menele's body lay in torpor, but found himself unable to do use this knowledge before it was moved. He has also come to suspect that the beautiful young Vampiress who has made her home at the Succubus club in the last few months may also be the other Methuselah for whom he has been searching for so long.

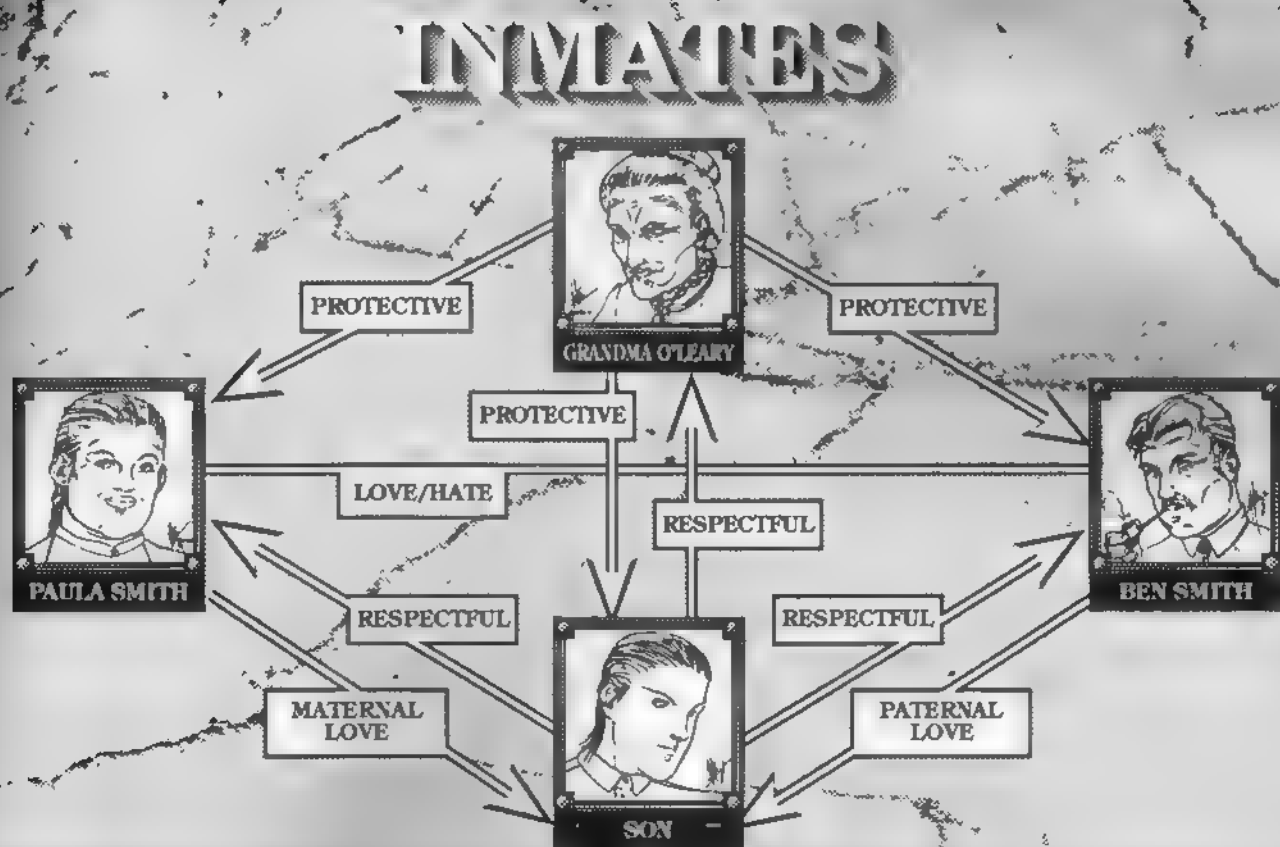
The Inmates

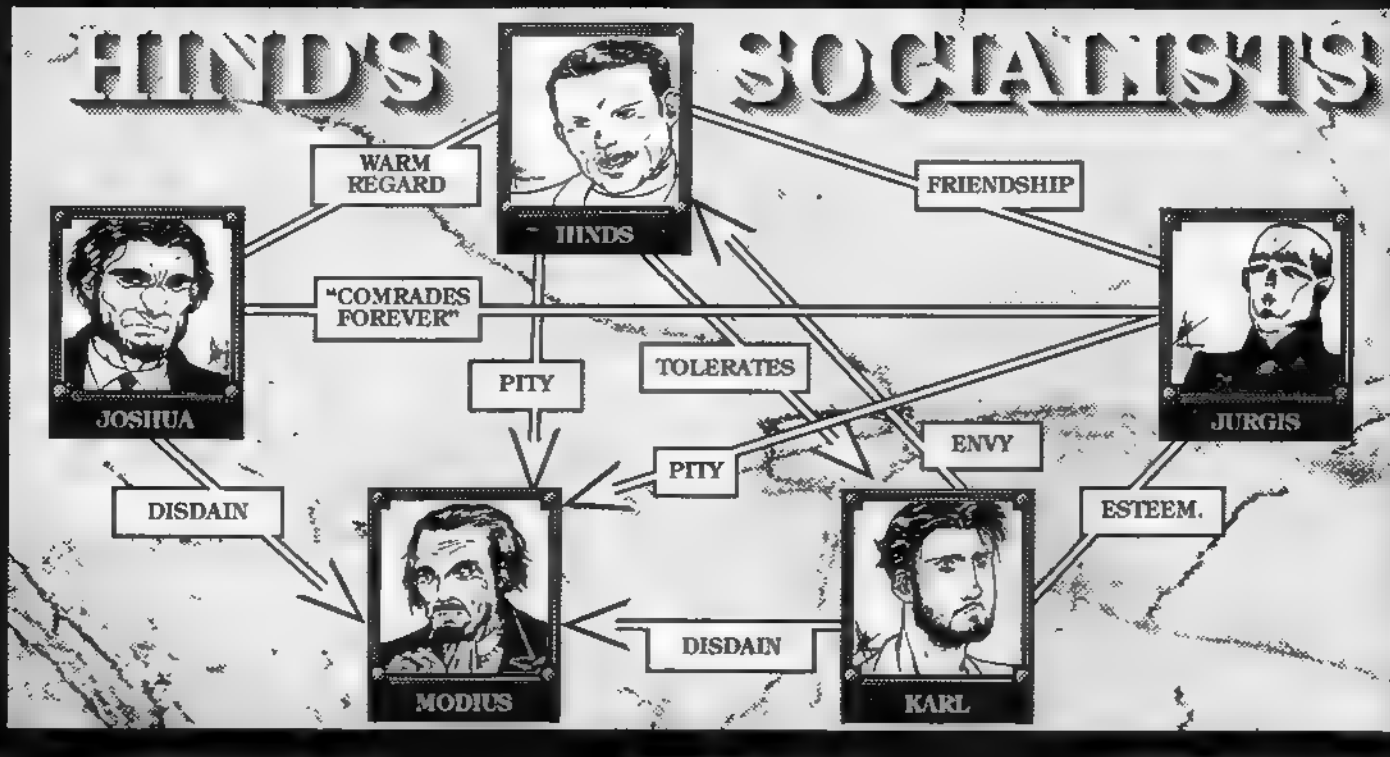
Members: O'Leary, Son, Paula Smith and Ben Smith.

Meeting Place: The Asylums, though they never have formal meetings of any sort.

Perceived Goal: Spreading the Insanity around.

Real Goal: Who can say?





Chicago's Malkavians encounter almost as much suspicion as do the Tremere. No one believes they could possibly be as crazy as they act, but no one can be sure they aren't. Most Kindred just give them a wide berth. When they leave their asylum and show up anywhere, it is an incident of great remarkability.

Despite her extreme paranoia, O'Leary has begun to see herself as the matriarch of this clan, and has become protective of its members — especially those in the fantasy family. Kindred who visit the Illinois Psychiatric Institute may well see Ben and Paula strolling the grounds under the light of the moon. They may also see Son wheeling O'Leary along with them.

However, under this happy facade writhes a mass of fears and obsessions. O'Leary's fear of the Jyhad has begun to infect all her clan, and other Vampires intruding on their domain may well be greeted with hostility and suspicion. On the other hand, their various insanities make it just as likely that they will be greeted with exuberant friendliness, and made into a whole new member of the family (Ben and Paula want a daughter). But keep in mind that the friendship of a Malkavian may well be worse than her hatred.

Strangely, the Malkavians seem to understand what is going on in Chicago, on a remarkably deep level. However they do not seem to care about it very much. For all they are concerned, all the other Kindred could disappear and their lives would not change one whit.

The Anarchs — The last time the Anarchs were united was during Maldavis' bid for power, and even then they remained in their separate cliques. Now they have separated into three different groups, though they maintain a loose allegiance. The three groups are: Hinds' Socialists, Juggler's Anarchs and the Nihilists.

Hinds' Socialists

Members: Hinds, Jurgis, Joshua, Karl and Modius.

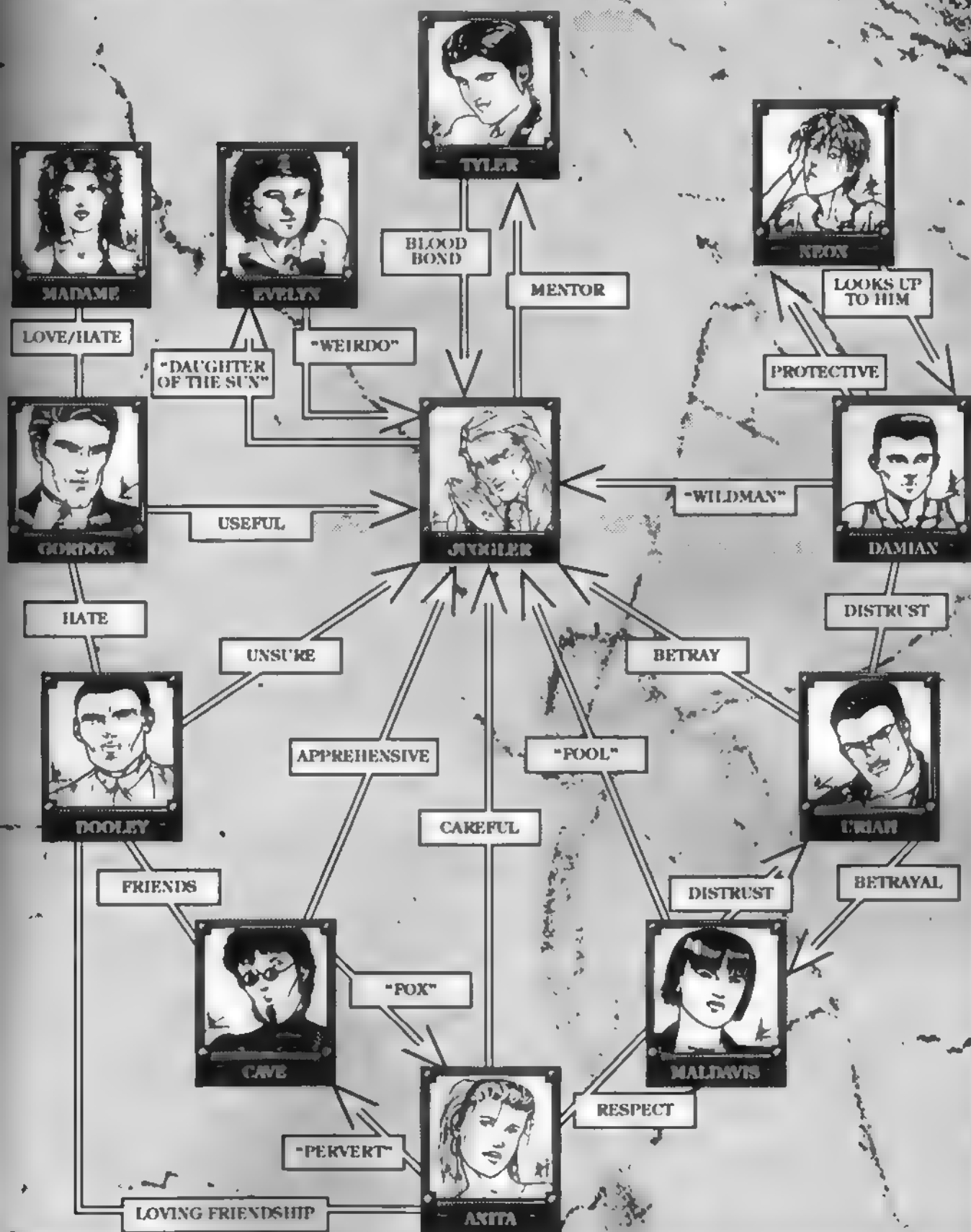
Meeting Place: They meet periodically in some union hall or another (or in a boiler-room beneath Wrigley field) under the protection of a number of armed teamsters. They do so ostensibly to plan their strategy in their conflict with the Elders. However in recent years they have begun to play poker at these meetings, and have done little in the way of planning.

Perceived Goal: Making Kindred society more equitable.

Real Goal: Preparing for the Jyhad.

Tommy Hinds has been a leader among the Anarchs ever since shaking off the Domination of his Sire Lodin. His intimate knowledge of the Coterie in the city and his friendships with several other Kindred have enabled him to remain both alive and independent while other Anarchs have been destroyed. His most important ally is Jurgis Rudkis, a Nosferatu who was a close friend when they were mortals. The other two members of the Coterie are Joshua and Karl, both of whom knew Hinds

JUGGLER'S ANARCHIS



during his mortal existence. All of them were socialists at the turn of the century, and were contesting with Ventruue and other Elders for control of the city. Now they are has-beens with little control and even less influence, left with only memories of their former glory.

Jurgis has used his connections with Khalid and the other Nosferatu to keep this band of Anarchs the best informed of what the other Vampires are up to. With this information, Hinds' natural leadership ability and the aid of the other two Brujah, this Coterie has remained alive and a viable contender for power among the Anarchs. Indeed, even though this is the smallest of the three Anarch coteries, the other two often look to it for leadership.

Even if Lodin has been killed, this Coterie will not be interested in taking over the city. Hinds sees the loss of the Prince as a chance to rebuild the Anarchs, since they were horribly decimated by Maldavis' tragic defeat. To this end Hinds will be maneuvering among the other Coteries, supporting those he believes will be most likely to aid the Anarchs at some future date.

All the members of this Coterie firmly believe that Gehenna will soon make all these petty battles seem inconsequential, and hold that only Anarch unity will enable them to survive the coming upheaval. Only on rare occasions will they take a direct hand in violence, but on such occasions they shrink from nothing.

Juggler's Anarchs

Members: Juggler, Gordon, Madame, Hank Cave, Maldavis, Theodore Dooley, Anita, Unah, Damian, Evelyn, Neon.

Meeting Place: Often they meet in the Brewery (see the example of play in *Vampire*, and *Ashes to Ashes*). However they also congregate in an abandoned ore smelter in the Wasteland in Gary (see the *Forged in Steel* section of the *Vampire* rulebook). This also seems to be Juggler's Haven, and is well protected by his retainers (gang members).

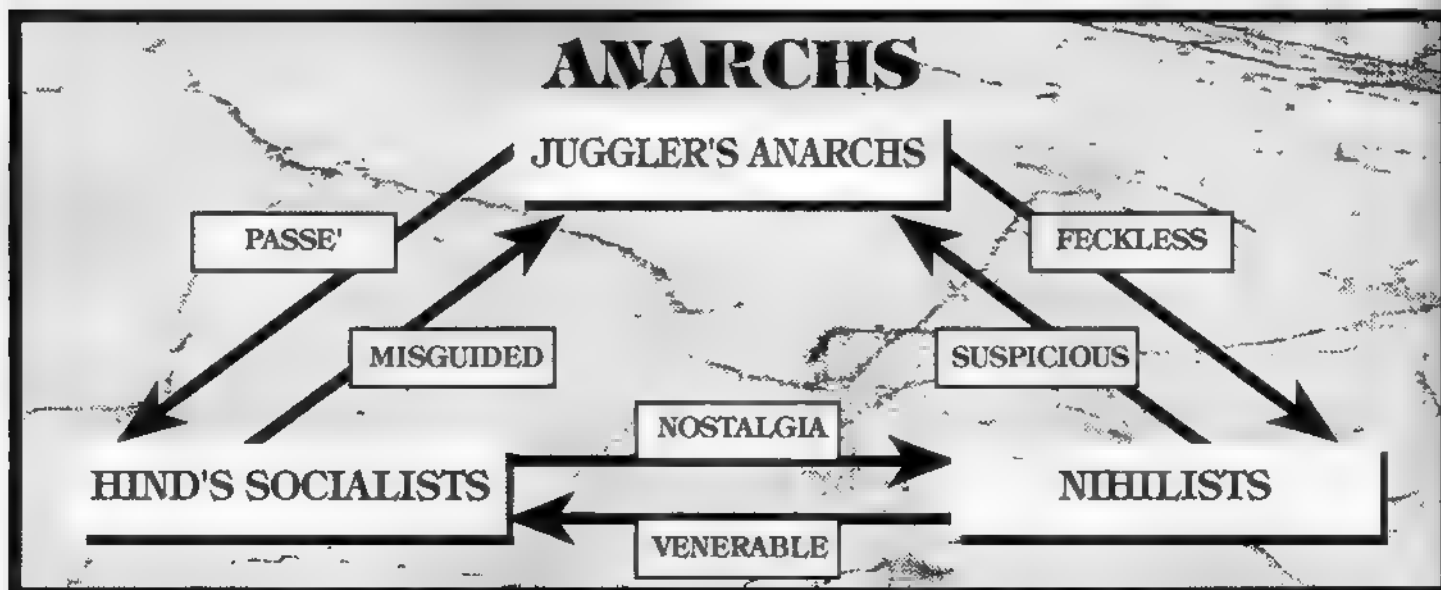
Perceived Goal: Freeing the Kindred from Lodin's tyranny.

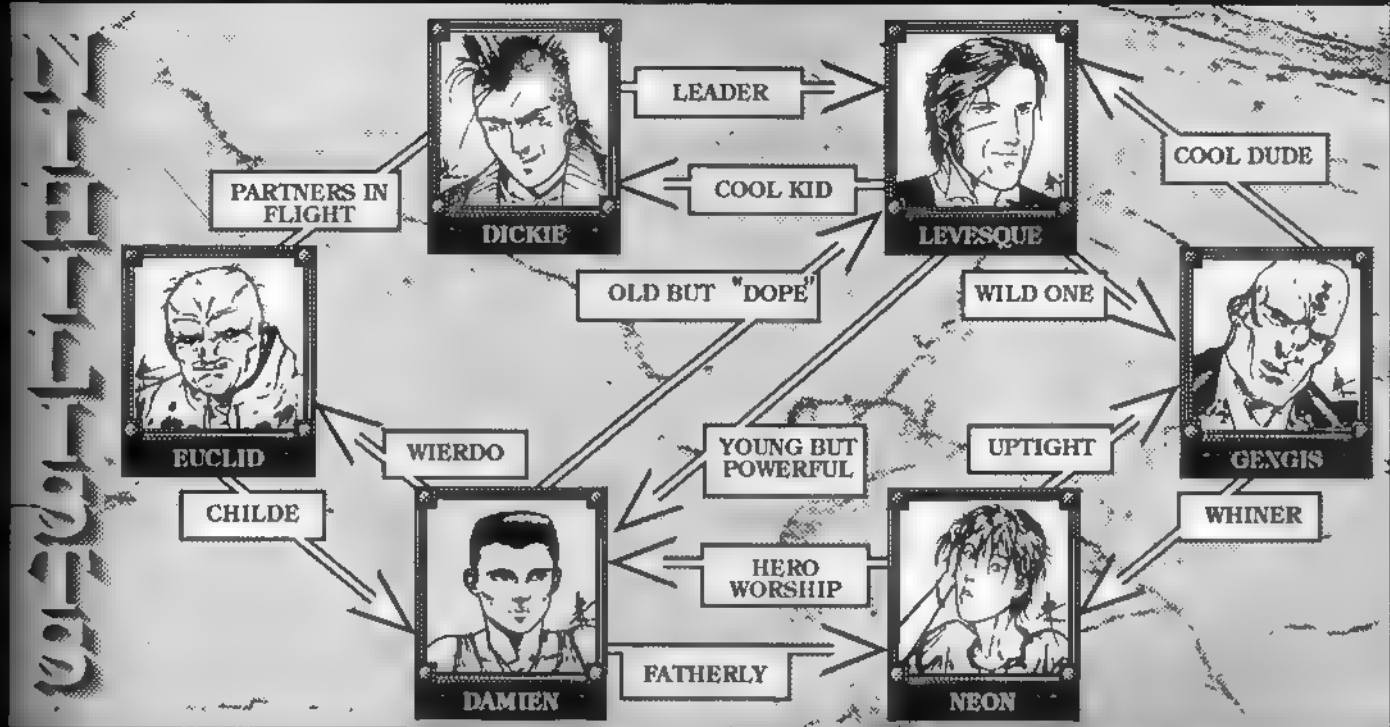
Real Goal: Bringing Juggler to power.

Juggler sees the past defeat of the Anarchs as a perfect opportunity to rise to power. He has come to Chicago to channel the lingering rage from the defeat into support for himself. He has attracted a large number of Kindred to his side, making his Coterie the biggest group of Anarchs in the city, but his followers lack the passion and dedication of the other groups. Juggler is active in attempts to recruit more Anarchs to his cause, but he has a difficult time just keeping his present followers with him.

Gordon Keaton and Madame see the Anarch movement as an opportunity to increase their own power. Hank Cave and Elucid have joined because of dissatisfaction with the way things are being run. Maldavis, Theodore Dooley and Anita have had little choice in the matter and need the protection of a strong Coterie to keep them alive. Finally, there is Uriah, whose presence among Juggler's Coterie is at the Prince's command.

Though none in his group realize it, Juggler is being "advised" by Tyler. Juggler follows her advice in almost everything, and is modelling his planned revolt upon what she has told him of her activities in Europe so many years ago. She has not told him that she was in the Sabbat, however. Indeed, Juggler is Blood Bound to Tyler, and would do nearly anything to please her. She has asked him to tell no one of their meetings, and to this point he has not let the secret slip.





The Nihilists

Members: Levesque, Gengis, Dickie, Elucid, Damien and Neon.

Meeting Place: The Succubus Club; though they never have formal meetings, they often meet each other there.

Perceived Goal: Destroying the power structure.

Real Goal: Destroying those rules and regulations which annoy them.

These are Anarchs who fit the more popular view of what Anarchs should be like — Kindred who want to tear down the existing system because it offends them, not because they necessarily have something better to replace it. Those who make up this Coterie are generally younger Vampires, in both mortal and immortal years. All but one were born after World War II, and he is also the only one embraced before 1965. This exceptional nihilist is Levesque, who has given up on trying to change the *status quo*. Ever since Balthazar's deception, he has had little interest in anything except destroying those in power. While they have no leader *per se*, they generally defer to Levesque because of his age. When they notice the irony in doing so, however, they quickly stop. Damien is involved in this Coterie more out of a love for their violent spree than from any belief in the values they espouse.

They meet quite frequently at the Succubus club and tend to spend much of their time grumbling about the Ventrue Clan and all the Elders who support its rule. They love tormenting those younger Kindred who side with Elders whenever they can catch them alone, and have taken a mission upon themselves — to kill Sheriff.

The Wolf Pack

Members: Tyrus, Anthius, Sledge, Ramrod and Jackie.

Perceived Goal: Serving the Camarilla.

Real Goal: Serving violence.

Just the rumor that these five bikers have ridden into town strikes fear into the heart of many Kindred and sends them scurrying to get into Lodin's good graces. They have demonstrated their ability to destroy any who violate the Lextalionis more than once. They have also proved that a Vampire chained to several motorcycles going in different directions suffers the same end as a mortal in the same situation.

They are far from being mindless thralls of Lodin, however. During Maldavis' rise to power, the Pack split on whom they should support. Tyrus wanted to keep their traditional loyalties, while Anthius voiced support for the upstart. Before their differences became extreme, Inyanga visited them and warned them to keep clear of the conflict. Unsure of which way the battle would end, Inyanga wanted to keep these Gangrel knights from choosing the wrong side. Thus the Wolf Pack managed to be "indisposed" when the Prince called for their help, and remained independent of the bloody conflict.

Baby Chorus

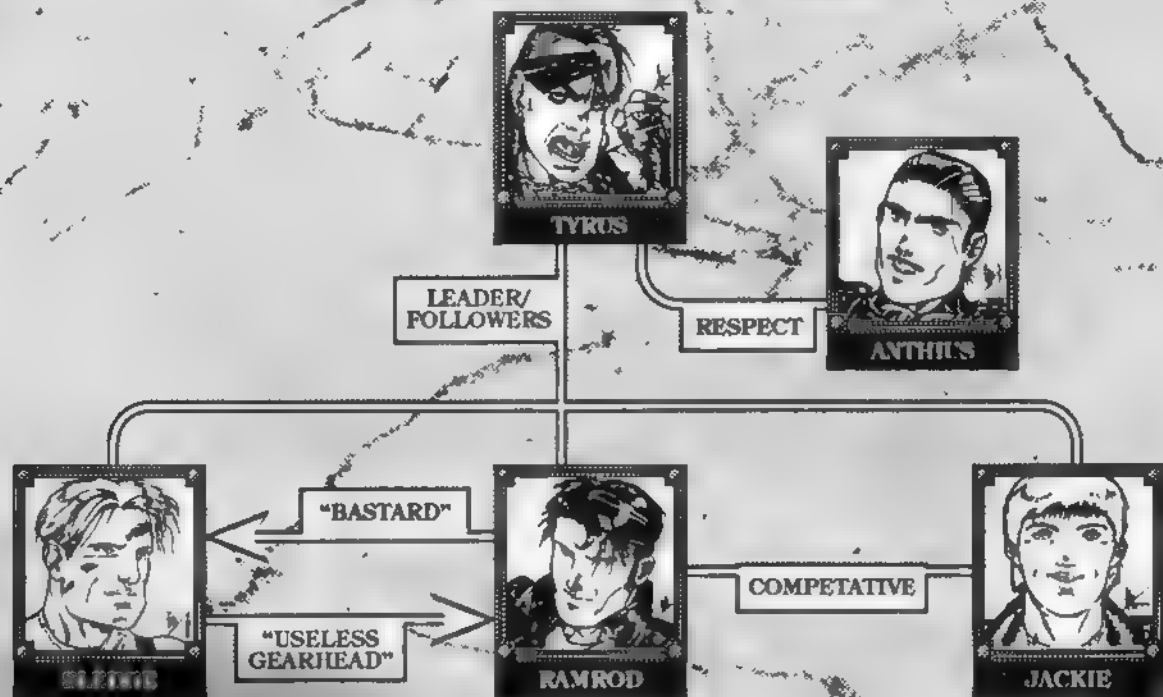
Members: Kathy Glens, Garwood Marshall, Damian, Raymond Falcon.

Perceived Goal: Playing incredibly good music.

Real Goal: The same, though none of the musicians would object to the group attaining power in Chicago.

Chicago has long been known for great music, specializing in blues, jazz and a symphony ranked among the best in the

WOLF PACK



world. New Chicago rock bands have continued this tradition, making it hard for a new band to stand out. One which managed this difficult feat is Baby Chorus, a punk band characterized by a blues feel and incredible musicianship.

Two local musical celebrities, Kathy Glens and Garwood Marshall, front the band. Kathy has achieved renown as one of the city's best lead guitarists, and Marshall's saxophone and singing abilities have long been critically acclaimed. Bass player Raymond Falcon and rhythm guitarist Damien round out the Kindred in the band. A mortal, Karla K. Ruby, plays its drums following the "death" of the Anarch who used fill that seat (Ishmael was killed in night of rage during the Malkavian revolt), but the band hopes to replace her at the earliest opportunity.

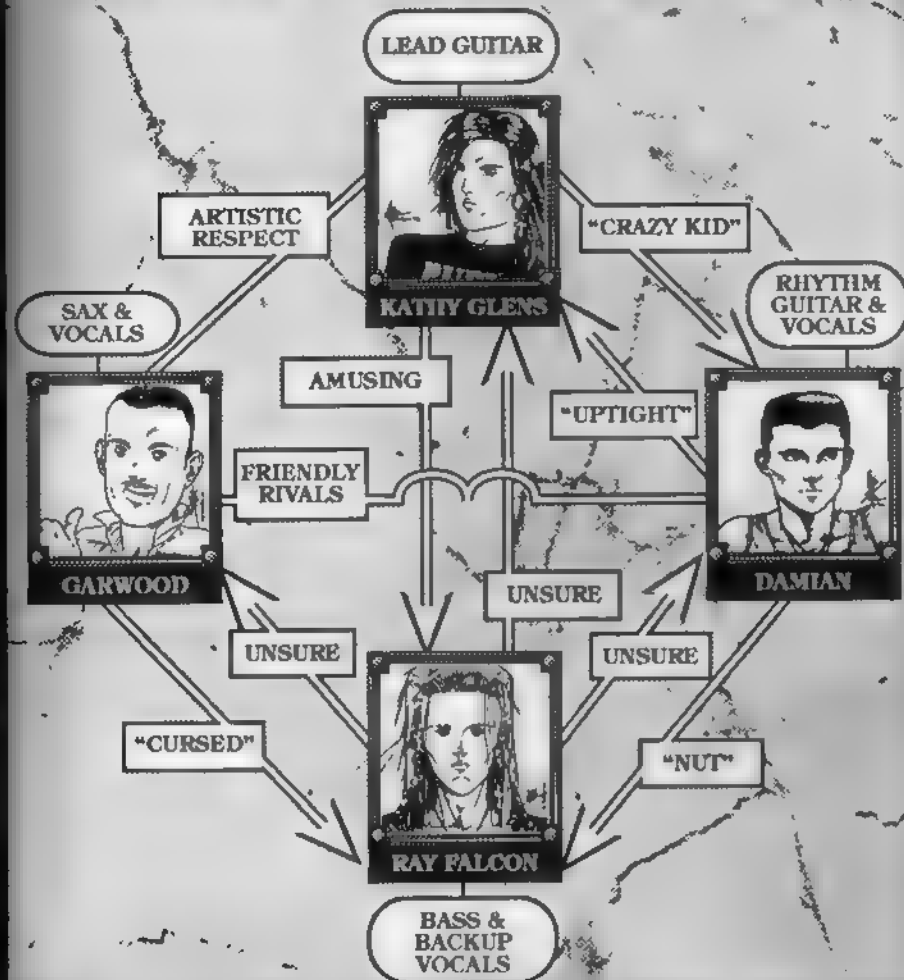
Kindred who know the band members express amazement at how well the different clans get along. The Brujah, Malkavian, Toreador and Tremere all seem to get along perfectly well, and in fact make beautiful music together. However, the band members acknowledge in private that there is still a great deal of underlying tension, especially between Damien and Marshall. Neither Glens nor Falcon express much interest in the goings-on of the city, much to the distress of the

other two band members who wish to sing more about political issues of importance to *them*, not the mortals for whom they play.

The band has been courted recently by various national record labels but has so far remained independent, releasing two albums on its own. They have attracted a great deal of attention from the city's club-going crowd, but have managed to remain primarily a local act with a small regional following.

The Camarilla is as of yet unaware of what these Kindred are doing, something which many would consider a blatant violation of the Masquerade. Lodin realizes quite well the significance of what is going on, and intends to use this knowledge to his advantage. If he becomes hard pressed in the near future he intends to approach the Ventruue Justicar and tell him of Baby Chorus in order to get a Conclave called to judge the "transgressors of the Masquerade." During this meeting, after the band is taken care of, he will be able to pursue his own agenda. Conclaves have always been good for Lodin, and he knows well how to use them to his advantage. What he forgets is that several members of the band have their own prominent supporters (Critias and DuSable).

BABY CHORUS



If you are playing *Forged In Steel*, this can become the Coterie of the player characters, allowing them to form an independent group which can interact as such with the other groups. If this is the case you should give them increasing independence from and influence over Modius, giving them a chance to direct their own fates as much as possible.

Annabelle's Party Elite

Members: Annabelle, Sharon, Michael, Sophia, Bret, Tamoszius, Kathy Glens, Bobby Weatherbottom and Garwood Marshall.

Meeting Place: Annabelle's home.

Perceived goal: Supporting art in the city.

Real goal: Enhancing Annabelle's status among the Toreador, and providing her an audience to which she can perform as a party hostess.

Annabelle thinks of her parties as the most exciting social events in the city. Most of the other Toreadors think of them as a bore. However, Annabelle's position as the eldest of the clan in town forces them to attend and at least pretend to

have a good time. Lacking any true abilities in art, she has come to believe that hosting parties displays the true depth of her artistic vision. Long suffering under her position as the second most prominent Toreador in the city, she now revels in her new status and hopes to finally attain clan-wide recognition as one who truly appreciates art.

These late-night, black-tie parties attract the cream of Chicago's art world as well as much of its high society, bringing out painters, musicians, dancers and sponsors. Indeed, it is only because of the sponsors that most of the artists come at all. Annabelle flits among her guests, constantly laughing and talking. The other Toreadors tend to stand alone, making pleasant conversation when forced to. Tamoszius retains a sullen silence no matter what.

The Tremere Garwood Marshall may well be the only Kindred aside from Annabelle who enjoys himself at these

The Gary Kindred

Members: Modius, Allicia, Juggler, Michael, Evelyn Stevens, Danov, Lucian.

Meeting Place: Modius' supposed Haven in Gary. They have begun to meet once a year at New Year, but very little of practical value gets done at these meetings.

Perceived Goal: To keep Gary independent of Chicago.

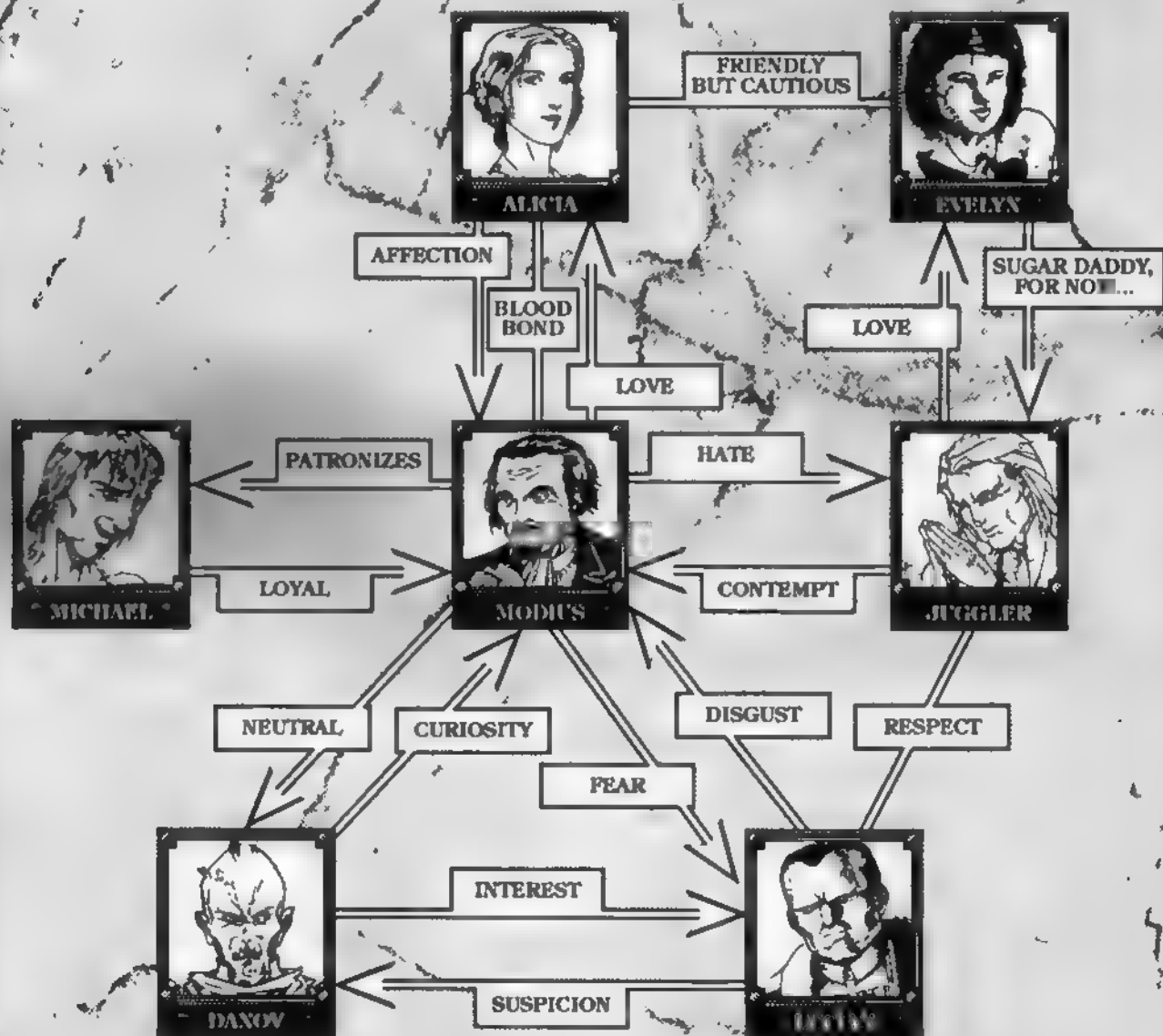
Real Goal: To get as much as one can from a sinking ship.

This Coterie is described in detail in the *Chronicle* and *Storytelling* chapters of the *Vampire* rulebook. They are very disorganized and few of them have any desire to be more organized. At one time Gary was a center of power, but those days are long gone.

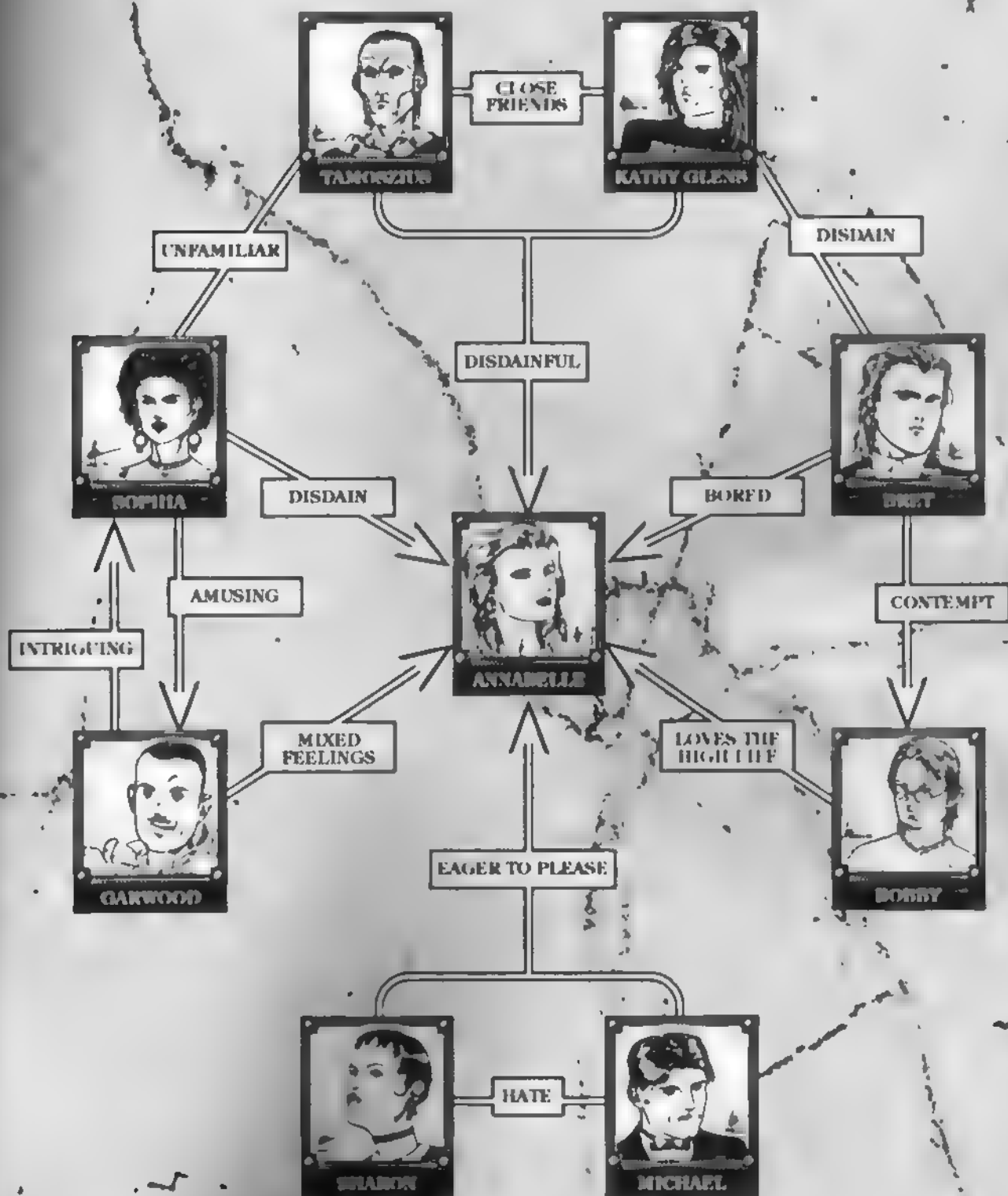
parties. First invited by Kathy, he has found the crowd to include a large number of knowledgeable jazz lovers, and enjoys spending his nights in discussion of his craft with those who have a true appreciation for it.

Toreadors from outside the city also attend these parties, though their numbers have dwindled as word spreads of their lack of artistic value. Annabelle has started to realize that

KIN OF CLARY



ANNABELLE'S PARTY ELITE



the parties have failed to increase her status within the clan, and has begun to cast about for something to spice them up.

The Sabbat

Members: Phillipe and Wendy Wade, Tyler, Son.

Meeting Place: Deserted old hotel in South Chicago.

Perceived Goal: Preparing the way for the Sabbat to move in.

Real Goal: Their own power.

The Sabbat have been interested in taking over the United States' third largest city since World War II. The recent turmoil of Maldavis' rise to power has given them hope that their time may be at hand, and they have sent their first scout team into Chicago.

Phillipe and Wade have orders to avoid combat at all costs and to keep their presence as quiet as possible. They hope to compile lists of all the Kindred in the city and get an idea of

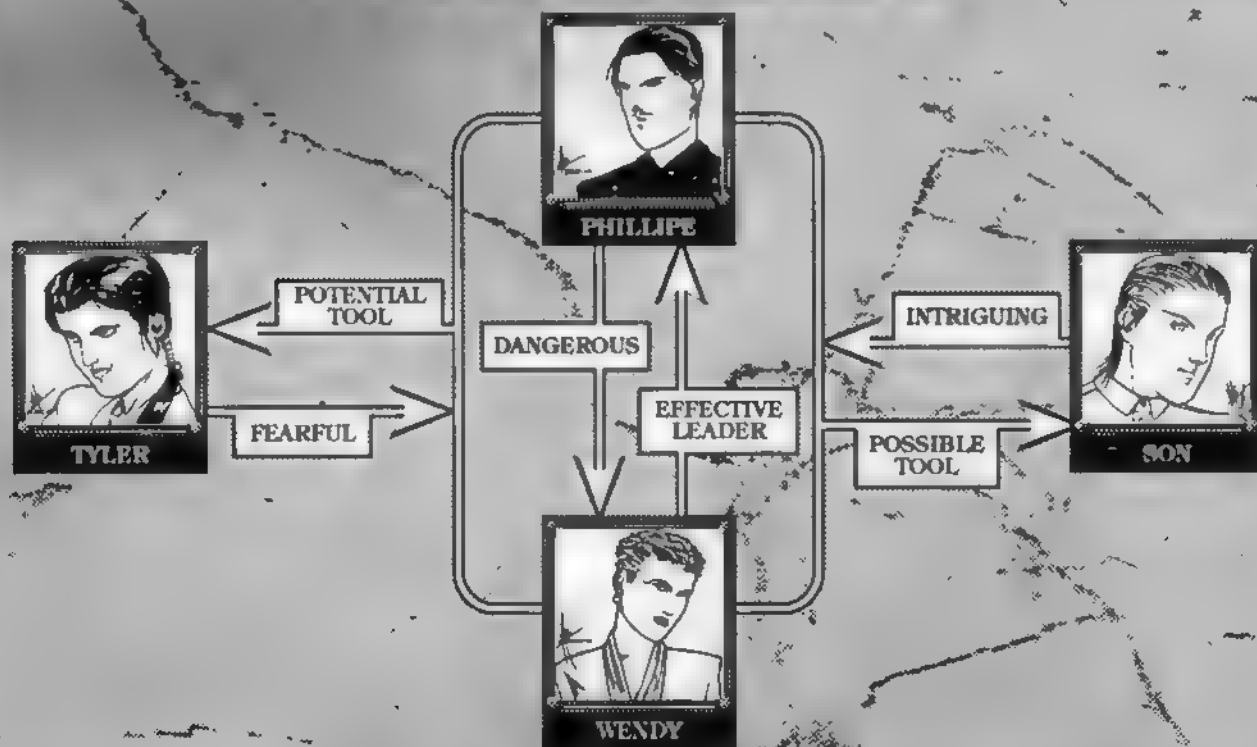
their relative power. Phillipe has carried out dozens of these scouting missions through the years and has become one of the Black Hand's best. His compatriot, Wade, has never taken part in something this dangerous, but the sect's leaders have found her to be one of their most promising Neonates.

Surrounded as they are by their enemies, only one thing could make them violate their secrecy — the opportunity to feed on an elder Vampire. If either get the chance to kill someone of an elder generation, they will leap at the chance.

Son has learned about them, but does not yet realize they are Sabbat; he only knows that he likes them. They treat him with feigned respect and plan to use him as a pawn in the near future. To him, they are simply these interesting out-of-townners who are living in secret out of the Prince's sight.

The two Sabbat scouts are prepared to let Tyler know that they are in town, and that they will reveal her past membership unless she obeys them. They have many plans for using her in their attempt to weaken Camarilla rule over Chicago.

THE SABBAT



Maldavis' Secret Allies

Members: Erichtho and The Monitor.

Meeting Place: None, they don't know about one another.

Perceived Goal: None.

Real Goal: Bringing Maldavis back to power.

Maldavis' stock among the Anarchs could not be lower. Her bid for power led to the loss of friends and loved ones for many, and the fact that she still lives seems an insult to many. However, rumors abound that she still has exceptional powers, and her continued existence in the face of Lodin's wrath adds weight to the stories.

While her own abilities do deserve some credit for her survival, more should go to her two unknown allies. Both Erichtho and The Monitor found themselves extremely sympathetic to this upstart, and despised the fact that Maldavis was being used by the Primogen. Unfortunately, neither could shrug off their obligations and their eventual involvement proved too little too late.

When they saw Maldavis' supporters slaughtered in the streets and knew that Maldavis herself would be the Prince's next victim, both were wracked by guilt. Each used her powers to aid the fleeing Anarch, and thus Maldavis managed to survive.

Neither of these Cainites know that the other aids Maldavis, and in fact both have only the slightest knowledge of the other's existence. However, their help may well prove the Anarchs' best hope of overthrowing Lodin.

MALDAVIS' SECRET ALLIES



SHE MAY STILL HAVE HER USES



PATERNALISTIC

MY PRODIGY





CHAPTER FIVE:

ENCOUNTERS

"Angels and ministers of grace defend us"
Hamlet, Act I Scene IV

Chicago is a city of possibilities. At any moment all the characters hold to be true can be discredited, and in the next it can again seem to be fact. The mysteries of this city are usually hidden beneath a shroud of secrecy and mundanity, but sometimes the truth is revealed in a circumstance, a random encounter, a happenstance.

The following encounters are provided to aid the Storyteller in keeping the players continually off-balance and presenting them with the rhythm and reason of this setting. They are simply ideas for things that can happen to the characters — events and circumstances you can weave into a story. Indeed, an entire Chronicle can be developed simply by using these encounters. All you need do is roll each time you start a game session and elaborate from there. To this end you can even think of this whole book as one huge story supplement which gives you the tools to tell your own stories. We hope that they will serve to keep every possibility alive throughout the Chronicle.

The encounters of each theme have been divided into the spectrum of numbers from one to ten, so you can roll a single die and thus select an encounter randomly. If you are unsure which theme you wish to explore, roll two dice and add their rolls together, and then refer to the appropriate encounter chart. Check off each encounter after you roll it once. If you roll that number again, either make up your own encounter (perhaps stage two of the basic encounter) or simply re-roll. Most of the encounters have been left vague to make them easier to work into your own Chronicle, while others have been made very specific, describing what immortal power is behind the event.

These charts work just as well without any dice rolling (in fact we suggest you use them in this way). Just choose the encounter you think best suits the situation. If you do use dice, allow a player to make one roll each week they spend investigating the city, though you may wish to allow the players to make a roll during a story if that fits the style of your Chronicle. Of course, after any character spends a certain amount of time someplace, she becomes a regular, and things start to pass her by (unless they are truly unusual).

In terms of storytelling, one of the best ways to use these encounters is to narrate what has happened to the character(s) in the last few days (or hours) and then launch into the encounter

directly. "You were on your way to the casino-ships docked at the harbor when you notice this strange amulet in the window of a pawn shop. The first thing to catch your eye is..." Start them roleplaying as soon as possible, but don't narrate everything that leads up to the encounter. Begin with a bang.

Listed with each encounter is a location (described within parenthesis) where each encounter is likely to take place. They include such places as: The Rack (Succubus, The Cave), Elysium (Opera house, Museums), Papillion (the Strip, Red light district, Whore houses), Hive (Downtown, any shopping or office area), and the Barrens (Wasteland, Stockyards, graveyards, dockyards). Some have even more specific locations.

2d10	Theme
2	The Beast
3	Conspiracy
4	Desire
5	Diablery
6	Fools
7	Heroic
8	Horror
9	Intrigue
10	Introductions
11	Masquerade
12	Nostalgia
13	Paranoia
14	Premonitions
15	Pursuit
16	Romance
17	Secrets
18	Threats
19	Vengeance
20	Weirdness

The Beast

Deep within all Vampires is the animal yearning to be free. The Riddle which defines their immortal existences does more than just lead to Frenzy — it becomes the primary opponent of their embattled lives. The Beast is forever a menace, and betrayal is ever near. The Vampire must never drop his guard, for the results are invariably calamitous.

1-2. Out of Touch (Barrens or Hive). While hunting for sustenance, the character comes across a beautiful young girl. The delicious smell of her blood is enough to require an immediate Frenzy roll (don't explain why, just make the player do it). Obviously the girl is terrified of the Vampire's appearance (Frenzy has a way of doing that). The young girl looks upon the hungry Kindred and is frozen with terror.

Because of her purity, this young one's blood is very potent. She has as many blood points as an adult. However, the complications quickly begin. She has been kidnapped, and has just escaped from her captors. They are right behind her and assume the character is attempting to rescue her. It is possible for the character to redirect his Frenzy from her to them, but then what does he do?

3-4. Monster Like Me (The Elysium). On approaching one of the museums in the Elysium, the character notices a vagrant dressed in tatters and smelling quite ripe. He approaches the character and asks for money in a very polite way. While he speaks he shuffles closer and closer. When the character turns to leave, the man will attack. After the Kindred demonstrates obvious physical superiority, the man will rant and rave about demons that infest the city.

This man is just plain crazy. He has no significance to the on-going story.

5-6. Your Money or Your Life! (The Rack). From out of the shadows springs a wild-eyed teenager, wielding a butcher's knife and demanding money. However, the extreme quantities of PCP, crack and crystal meth the youth has ingested tonight make it highly unlikely he will wait for the money to be turned over. While it is unlikely he will do the characters serious damage when he attacks, there is a good possibility one or all of the Vampires will drink his blood. If they do, have them make an immediate roll to avoid Frenzy — his blood is loaded. For the rest of the night, the littlest thing can set off the Beast, and it requires twice as great an expenditure of Willpower to keep the madness in check.

Play this out as one of the most horrific experiences as you can (this is no 60's love trip). Describe everything in terms of the characters perceptions and never explain what is reality and what is hallucination. Have them wander around the city,

encountering all sorts of strange and bizarre people or things. Encourage the players to roleplay appropriately, and if they don't start, stripping away Willpower. Best of all, place the characters in situations with Elders or Allies (but don't explain all or even most of the facts to the player). The characters who are straight will have a heck of a time keeping up with the characters in Frenzy and keeping them from hurting themselves.

7-8. Ties (The Hive). A major rock concert is taking place at the Civic Center and a few thousand mortals will attend. A rumor spreads that a number of Kindred will be there as well. They are groupies of the band who have been following it around for a year or more. This will be a golden opportunity to meet with them. Unfortunately, the majority of them are young Anarchs from the west coast Anarch States, all wildly out of control. Lodin and the Primogen have decided not to tolerate this sort of activity in the city, and are prepared to raid the concert just before intermission in order to take out at least a few of the Anarchs ("We won't allow another Democratic Convention"). If they see any Kindred from the Chicago area at the concert they will head for them first ("Better to teach a lesson to those upon whom it will matter").

This is a good opportunity for a fast-paced adventure. Chase scenes work very well inside coliseums, though the characters will have to deal with frenzying Anarchs, Ventrues and rock fans. Make sure you play the music of whatever band it is that is having the concert throughout the game session, loudly.

9. Colors (The Rack). The character is witness to a street gang brawl of grotesque proportions. Suddenly he thinks he saw an individual he once knew (perhaps a former lover, preferably someone detailed in the Prelude), but then the friend is struck down in the scuffle. Does the character trust his instincts, or does he avoid getting involved in the fight?

The battle is between the Crips and the Bloods. This would be a golden opportunity for the character to get to know Kevin Jackson. The character should make a difficult Willpower roll to keep from entering Frenzy at the sight of the blood bath and his injured friend.

10. A Private Struggle (Haven). The character is suddenly totally overwhelmed by the state he is in. A period of flashbacks and glimpses of the future assail the Kindred. The flashes should alternate between the past, present and future. This way the character does not know what is real and what is not. Good background on the character is very important in this encounter to make it all the more real.

Done correctly this should anger the character and send him into a rage. It is now when the decision must be made whether to feast or fast.

Conspiracy

Much more goes on in the world than is apparent on the surface. Everywhere Kindred and Kine alike meet to plot, scheme and advance their own nefarious agendas. When you get down to it, even the characters are involved in their own conspiracy. See how much you can get the characters involved in the intrigue of the immortals, as part and parcel of their struggle for survival.

1-2. Wet Conspiracy (Downtown). In a downtown bar a young man spills a soft drink on the character, says, "Sorry, ma'am," and hurries off. Later the same night, the same thing happens at a carnival. The next night, yet another kid spills something on her right on the street, and again later in the week it happens in the corner convenience store.

The player may well believe this to be some sort of a conspiracy and hassle the poor mortals, but it is actually all coincidence.

3-4. Hell Comes to Your House (Wherever) A series of ritual slayings near the character's Haven are revealed to be committed by a satanist cult. At first the character is blamed by Lodin and the other elders (after all, it's on your turf). Even if it wasn't you, it is your responsibility to do something about it.

You will need to decide why the killings are done only on the character's turf? If there is a reason, who is behind it? More than likely it is simply the work of a madman, but you can weave in nearly any explanation — the more bizarre the better.

5-6. Begging Ghouls (Downtown). In a shopping mall near closing time, two cute teenage mall girls approach the character and beg for some of her fresh Kindred blood. They know the character's name, and have memorized many details about the character's life. The character cannot find out how they gained their knowledge, since the source appears to have been erased from their memory. They have a bottle which will hold up to three blood points and offer to pay up to \$10,000 for the blood to fill it. They have the cash with them, though of course they do not know how they got that either. Whether the character makes a deal with them or not, the girls soon disappear, never to be seen again.

They are being used by a Warlock who mixes magic and science. He seeks the blood of Vampires to power his creation of magical artifacts. If he can't buy it, he will go to further lengths to obtain it.

7. Just a Trim Please (Haven). The character awakes one evening to find a knife sunk up to its hilt in the bedding beside his head. The finely crafted dagger features an inset ebony wood cross in its pommel. The character soon discovers that a major

lock of his hair has been hacked off and taken. Whoever came in jimmied a window and disabled any alarms. Any psychometry used on the dagger reveals a white male with long, dark hair and a white bandana across his face. It also shows his gleaming green eyes and the imprinted statement, "Thanks for the trophy." The same result occurs if any other area of the room is Auspexed.

The man is a wealthy mortal with a hobby of collecting trophies from the most dangerous creatures in the world. In his mansion he has a sartyr's tale, the hairs of a lupine and a Book of magical spells. He knows quite a bit about the Occult, learning most of it from looks left by his great, great grandfather, an infamous witch-hunter (who may have once chased the Sire of the character).

8. Keep This Under Your Hat (Downtown). A young boy not more than 10-years-old bumps into the character in a 24-hour convenience store. He quickly apologizes but will then pause to think for a moment. He then asks the character if he would like to know a secret. If allowed, the kid whispers instructions for the perfect crime into the character's ear: A secret method for stealing candy bars from this store. If done only in moderation and only when the clerk is helping someone else, no one will ever suspect anything and you're home free. When the clerk is looking away you can squish Mounds bars so they are thinner, and then slide them through the grating around the ventilation fan in the back of the store, which has been broken for several weeks. After telling the character that the secret has only been revealed to five other people and to tell no one else, the boy will run out of the store to join three others, all of whom are eating candy bars. They flash the character a thumbs-up sign and a wink, and then run off into the night. The character has just joined a most exclusive conspiracy!

9. The Burning Haven (Haven). Coming home fairly early (a few hours before dawn), the character notices smoke and flame as he approaches his Haven. It is soon apparent that it is burning up. Within 15 minutes flames have destroyed the entire building. As firemen get the blaze under control, the character can talk to investigators who have determined that arsonists caused the fire. Fires started first in several rooms, effectively surrounding a central area (where the character slept). However, the timing devices seemed to have malfunctioned, causing ignition several hours before the planned time. Police have no leads on who the arsonist may be, though there have been rumors about a hunter from New England who used such tactics. If the investigators learn that this was the character's "home" they will certainly want to question him, for it is likely that some "curious devices" were found among the ashes.

This is doubtless the act of an enemy of the character, but if the character has no enemies (unlikely as that may seem),

then you can decide that is is a plot by Juggler to stir up resentment among the Anarchs, thus giving him more power.

10. **Nathaniel's Secret Brood (Barrens).** After spying an unknown Nosferatu child who obviously did not have his mind on his obfuscate, the characters may wish to follow the little runt. In this case, the child goes to a boarded-up slum area and through a sewer tunnel into the basement of an abandoned housing project. Here the characters discover a secret group of seven fledgling Nosferatu hidden in a labyrinthine lair decorated with several mouldering corpses and three live prisoners. Trying to communicate with the Nosferatu would not be a good plan as they will instantly attack any trespassers.

If the characters spy on the basement lair for the next week, however, they will be rewarded when the adult Nosferatu, Nathaniel, comes for a visit. They may overhear his speaking with the children as though they were his own progeny, instilling in them a deep hatred for all Vampires — most especially Lodin and his brood. Of course, the chances of the characters being discovered grows when Nathaniel visits. If he does learn of their presence, he will try to restrain his demonic brood in hopes of making allies of the characters so that they can be betrayed later.



He will tell the characters anything they want to hear and will offer them what he thinks they want (and will be very cunning about it). The children are being prepared to be Nathaniel's suicide strike force, and he intends to send them against the other Vampires sometime in the near future. These young Nosferatu know nothing about other Vampires, but have been told repeatedly that they are "evil" and that their only hope of redemption and escape is to kill Lodin. All of them are ninth generation.

Desire

While *Vitæ* remains a Vampire's most fervent desire, other objects and feelings can lead to feelings of cupidity among the Cainites. Who knows what your players' deepest desires are? It is the object of these encounters to either use these desires to heighten the roleplaying or simply reveal a new aspect of them.

1-3. **Hold Me (Domain).** A persistent victim who rather enjoys the last feeding that the Kindred had on him has begun to plague the character. The victim has become totally infatuated with the Vampire, and is imagining a romantic involvement with her. This is a golden opportunity for the Kindred to create a loyal ghoul — however, by Chicago tradition, Lodin's permission is required first (otherwise it technically breaks the Masquerade). Also, the character will have to deal with the new ghoul's potentially jealous lover.

4-5. **Days of Your Life (Just after a Stressful scene).** A beautiful color photo of a sunrise over the Grand Canyon on a billboard causes the character to be overwhelmed by a strangely compelling urge to feel the sun's rays once more. Though the character certainly knows better, this urge cannot be controlled by logical thought — the passion is strong. Self-control rolls are required again and again, whenever a direct opportunity to get near the sun presents itself. Play on the character's fond memories of sunlight, and emphasize the tans of people around him and their pleasure at going out into the sunlight.

This "urge" is very close to a derangement and you can play it as one if you wish. It is self-created, however, and simply one of the stages the character goes through as he come to accept his new undead existence. Once you feel the character has gotten through the urge (judge on the basis of the roleplaying and by creation of a climax), then you may wish to award one or two extra permanent Willpower points to make up for all the things you put the character through.

6-7. **"Hey, Don't I Know You?" (The Elysium).** While visiting various sights in The Elysium, the character meets someone he knew in his human life. The old friend will im-

mediately begin making plans for them to meet and have lunch. Try to leave the character speechless as the old friend talks about old times and remarks on how young he looks.

This is a perfect time for you to explore the life the character had before *The Embrace*. It can either be a very painful encounter as old memories get dredged up, or it can be a chance for the player to really get to know and appreciate what he used to be. The humor of avoiding scheduling a meeting during the day should also be brought up.

8-9. For the Love of Money (Anywhere). The characters find a ticket in the street which they later discover to be the winning \$1 million ticket in the Illinois Lottery. However, they must register in person at the Lotto officer (which is only open during the day) to collect their prize money. It comes in monthly installments for 20 years, and will raise the character's resources by 1. However, they must first figure out how they will divide this windfall. Do they yell, "I found it, I keep it," or are they actually willing to split the prize with the other characters?

If it tickles your fancy, you can work even *this* into the intrigue of the city. The ticket was actually placed in their path by agents of Capone, who is toying with the characters and testing them as well. Once the characters become comfortable with their new wealth he will threaten to have it taken away unless they do "one small favor" for him. Of course over time, more and more, bigger and bigger favors will be required. Everything comes with a price in the Gothic-Punk world.

10. Hey Honey (The Rack). A young blonde man in tight jeans and a cut-off T-shirt slides up to a character and asks if he would like to have a "good time." If the character takes him up on his offer (for the sake of blood, most likely) they will be interrupted by an irate young Irish woman with flaming red hair screaming at the young man over his infidelity. She will threaten everyone present, telling them she has friends in the Syndicate.

Characters need to be exceptionally careful in dealing with Eloise Gaughan (the angry woman) because she really does have connections with organized crime — Frank Gaughan is her uncle. The male prostitute is her ex-lover, who dumped her in order to return to the streets.

Diablery

The quest for Kindred blood is one of the most horrifying aspects of a Vampire's life. Just as cannibalism is one of the most sickening practices found among mortals, so has diablery become a capital offense among the Cainites. But once one has tasted the brilliance of the elixer, no other Vitæ is as sweet. Once you have fed on another Vampire, it is certain that someday you will do so again. There is no turning back, just one

taste creates a passion more powerful than any mortal addiction.

1-2. A Good Read (Elysium). A character doing research, or casually looking through local library records, comes across a collection of local business transactions circa 1875. It makes for extremely dry reading, but the character's sharp eyes spy several yellowed, crinkled, and folded pages in an inner binding where they don't belong. These seem to be from a log of a Captain Harkon Manning and describe a scene of brutal cannibalism in northern Wisconsin. The record is of two beastly men eating what seemed to be their friend, and the character can tell that it is a description of two Kindred devouring the blood of an Elder. Scrawled across one of the pages in a shaky black ink is a single word: "SABBAT."

Enough information is included for the character to be able to track down the location of this occurrence, and to speculate on the identities of the Kindred involved. The description of one very nearly matches that of Tyler, a member of the Primogen.

3-4. Vitæ's Stench (Papillion). While out on a hunt, the characters corner a couple of young street punks who at first seem to be fairly submissive. As one of the characters begins to feed, the others react too late to stop the free punk from suddenly whipping out a switchblade and stabbing the occupied character. The characters easily disarm the boy, but the smell of the blood seeping through the other player's clothes begins to fill them all with a desperate longing for that sustenance. The players must immediately spend a Willpower point to be free of the urge, otherwise it will return again and again over the course of the Chronicle. Hopefully the punks provide enough Vitæ to satiate the characters' hunger and the feeling lessens — at least temporarily.

5-6. Taste the Pain (The Barrens) Prowling through a condemned building, the character stumbles and, throwing his hand out to support himself against a beam, completely impales his hand on an old six-inch nail. The instinctive reaction of drawing back his hand and licking the wound causes the character to taste his own blood... suddenly a wash of very strange ideas buffets the character's consciousness as the character discovers that he's sucking large amounts of Vitæ from his wounded hand. The next Kindred the character sees will trigger a minute desire in him to devour their blood; a sickening suggestion which the character can resist with a point of Willpower. If the character does not do so the very first time the desire is felt, then it will return again and again, until it reaches that status of a full-blown compulsion. At some point the character may not have any Willpower left and will actually carry out his desires. The lesson is you need to control yourself

before a desire becomes an obsession. Willpower is only really effective if you nip the psychosis in the bud.

7. A Feast Unknown (Barrens). Moving through one of the slums on the South Side in the dead of the night, the character stumbles across a group of scavengers (the name given to those who live in the abandoned buildings near the slaughter houses) gathered around a large bonfire. As the character approaches, a wonderful smell drifts from the flames and it becomes evident that the street people are in very high spirits, chuckling haggard laughs and passing around portions of a huge feast of meat. If the character draws closer, the smell will become very arousing (a Frenzy roll would be in order) but the scavengers will be quite courteous in a eerie sort of way. One of the old men will turn around to face the character, and with a crazed look in his eyes will offer the character some food. "We're having a party, pal, yah wanna join us?" He then thrusts a charred animal limb in the character's face. Upon closer investigation the character realizes it is a charred human forearm, though much of it has already been eaten. The character begins to realize that much of laughter of these people has a desperate edge to it, and that their eyes are filled with self revulsion and hysteria.

The street people are being controlled by Son who is carrying out some demented plot to create a feeling of gloom and horror over the entire city. He not only wants the Kindred to discover the macabre scene, but has called the press as well. Unless the characters do something to prevent it, the story will be on the front pages the next morning.

8. Streets of Blood (Hive). While perusing the dark street of the South Side hotel district, the characters will see a suspicious figure peering around a corner with her back to them. A simple aura perception will reveal the smartly-dressed young lady to be a fellow Kindred, though one the characters have never seen before. She is Wendy Wade, a Sabbat scout who is at the moment very hungry (she only has one point in her blood pool) and hunting a pair of teenage lovers who she now has under observation. They occupy her full attention and she won't notice the characters at all unless they come close to her, and even then she fails to notice them as Vampires unless they approach her on the subject. If left alone, she will carry out a brutal and inhuman massacre of the teenagers which the players may observe. If she ever manages to spend time alone with one of the characters, she utilizes her Presence so as to feed on him. Only her extreme hunger drives her to such overt action, so if the character even put up moderate resistance she will choose discretion as the better part of valor and try to escape. She has a good chance — she hunts near her Haven and knows the area very well.

9-10 Burning Passion (Succubus Club). One evening the character, while patronizing the Succubus Club in his eternal quest for easy-to-get, alcohol-enriched blood, meets one of the other Cainites who frequents the club (this could be any of the

NPCs listed in The Succubus Club section, but Sophia Ayes or Malcolm would make the ideal subjects). The pair begins talking and hits it off, continuing their conversation late into the morning. By this time they have both scored several times and become quite high. As dawn slowly approaches, the Vampire expresses an interest in sharing blood if the character has not suggested it already. The combination of their quick friendship and inebriated state makes this sound like a much better offer than it normally would (you have to build up to it, the player's instincts will be against the idea). The other Kindred invites the character back to his Haven to engage in the lusty interlude. Use your imagination for this stage, but after a few moments of actual blood exchange, the character's bestial half begins to rear its ugly head and the character, in the throes of passion, begins to drain the other's blood.

The exchange has gone too far; a necessary emotional bond between the two never existed and the player must thwart this disaster by either coming to her senses (a Humanity or Willpower roll) or by being fought off by the other. In any case, great humiliation and guilt will fill both the individuals thereafter, and the character's one-night lover will harbor a bitterness toward her for years to come. Possibly they can overcome these feelings and get back together, or they may never speak again.

Fools

Fools rush in where both wisemen and wise Vampires fear to tread. Indeed, the Kindred seem to be a magnet for those sorely lacking in common sense, and their activities can both amuse and frustrate any Cainite.

1-2. A Rose by Any Other Name (The Rack). A madman with almond eyes approaches the character and presents her with a rose.

This encounter has no meaning and is not the plot of any other Vampire — it is intended merely to confuse.

3-4. Shout! (The Rack). In the middle of a club or bar, a woman suddenly stands up and screams with agony, cupping her hands over her ears. For some reason she has suddenly seen Elzbieta, despite her Obfuscate. The Kindred becomes frightened and confused and actually drops her obfuscate entirely in an attempt to hide, thus allowing the entire club to see her. Everyone within thirty feet suddenly sees her, and a panic erupts. If the characters mention what transpired to anyone, then it is likely that word will get back to Lodin and he will use this opportunity to punish Elzbieta severely.

5-6. The Jilted Groom (Downtown). While walking down a busy street one evening, the characters see a crowd gathered under a tall building. A man dressed in a tuxedo stands on the

Third-floor ledge threatening to jump. The characters find the man's sister in the crowd. She tells them that he was jilted — left standing at the altar when his bride ran off with the caterer. Now he thinks everyone is laughing at him, as indeed many on the street are. Play up the callousness of the crowd, and the desperation of a man who really doesn't want to jump, but can't find a way to back out with dignity.

7-8. Asking for Trouble (The Wasteland). In the wee hours of the morning, the characters see a man running through the park in his underwear. He is singing loudly and the characters notice many pieces of green paper — MONEY — taped all over his body. He is singing a song about being free from fear as he jogs through the most dangerous park in the city. After almost colliding with one of the characters, he will apologize and, leaving money scattered in his wake, continue on. If the characters stop him and talk with him, they will discover that he is quite wealthy, highly disturbed and an excellent candidate for the Malkavian clan.

9. Impressionable One (The Rack). A new Vampire thriller movie comes out and many Anarchs show up at the premiere. As the characters leave the theater, they overhear a young girl talking to her friend about vampires. She says that she'd love to be a vampire, because then she'd never have to come in early, or do homework, or listen to her parents. "It would be great! I bet Tom Callahan would even ask me to the prom". After continuing on for a few minutes, the other girl says she knows where some vampires live, and that she's been watching them. "They're really cool. Next year, when I'm fourteen, I'm going to ask them to do whatever they do so I can be one". Surely the characters will have some mixed feelings about what to say (if anything) to this young girl. They may at least want to learn where the "secret" Haven of one of the Kindred is.

10. The Railroad Eccentric (Union Station). As the characters are skulking around one night in the warehouse district, an armed guard approaches them and explains that someone in a nearby warehouse would like to meet them. Assuming the characters agree, they are taken into an rotting old storage building with boxes stacked to the ceiling. Within, they are introduced to Drummond and his model trains. He immediately tells the guard to leave (after all, the characters wouldn't be foolish enough to attack one of Ballard's lieutenants in his own Haven, would they?). He then strikes up a conversation in which he swears them to secrecy. They must do this before he will show them his trains. The more impressed they are with his trains, the more that he will take a shine to the players, but woe betide the one who makes the first negative remark. Flattery, especially overblown flattery, will get the players everywhere. Drummond will spend time expounding on his power and worth

to the Prince and his upcoming promotion to lieutenant. He hints that he will reward those who aid and are loyal to him, by making them his lieutenants and leaving them the railroad when "he is gone" (he doesn't fully understand that he really is immortal, and still uses the language spoken by his father) When he is done speaking he will then return to playing with his trains and will pretend the characters are not even there. If they don't leave within 10 minutes or so, however, he will flip out, call in his guards (by the numbers) and order the characters shot.

Heroic

Heroism does not come easily to your average Vampire. While they have many of the attributes of a super-human, they also harbor a ravenous Beast, struggling constantly to devour them. However, when they can rise above their destructive nature, they are capable of performing great feats of mercy and honor.

1-2. Fire (South Side). From a distance the characters can see a glow that lights up the sky coming from a block or so away. As they approach they see and feel the immense heat of a fire burning out of control. The fire department has not arrived yet, but on the street they hear a mother frantically shouting for her children. Then on the fifth floor they see the children come to the window with blankets in hand and collapse from the smoke.

This is an opportunity for characters to regain Humanity, or at least to gain Willpower (after all this is a *big* fire).

3-4. Darkness Remembered (The Barrens). From the darkness of an alley the players hear a growling of rage that they immediately recognize as the cry of a Frenzied Vampire. In the dingy alley they can observe Schumpeter about to kill a mortal woman. He has discovered a woman who looks incredibly like his deceased wife. After luring her back here he flew into rage and fully intends to reenact his wife's final tragic moments unless the players do something.

5-6. Look Hands, No Ma! (The Rack). An elderly lady approaches the characters in a bar and tells them a police officer said they could help her find her son. She shows them an old picture of the boy and apologizes for its age, telling them it is extremely old. However, characters with any connection to the Anarchs will recognize it as a photo of Dickie. His mother tells the characters her husband (Dickie's father) has terminal cancer and will not survive another month.

If characters do attempt to bring about a reunion, they will have to deal with Dickie's bitterness towards his parents as well as the violation of the Masquerade which would occur if mom saw her ageless son. To bring about this reconciliation

may well require far greater feats of heroism than they have ever experienced before. Also, the police officer who directed her to the characters is Gregory Stephens.

7-8. Tattle Tale (The Succubus Club). While standing in front of the infamous Succubus Club, the characters notice a car pull out from the parking lot and begin to weave all over the road. As it heads straight for a young couple, Damien leaps out from the shadows and with an amazing burst of speed manages to rescue the couple. Then he runs off, but not before someone in the crowd manages to take a picture of him. As the police arrest the drunk driver responsible for the incident, the characters overhear the crowd talking about the superhuman who saved the day. They will also hear the couple talk about their rescuer's incredible coldness.

Despite the heroism of his actions, Damien has committed a most grievous crime against the Masquerade. Now it is up to the characters as to whether they should report it, use it to blackmail the Brujah or forget all about it.

9-10. Vital Vitae (The Barrens). During the holidays blood supplies begin to run low in the hospitals, but there are few times when blood is more necessary. This year hospitals and the Red Cross face an incredible shortage of blood, so a gigantic traffic accident on the crowded interstate one foggy night means blood must be rushed to the city from out-of-state. Thus, imagine the characters' surprise when a truckload of blood crashes in front of them as they walk through the city's streets. "Please, get this blood to the hospital before more people die," are the driver's dying words.

The characters now have access to an incredible store of blood. It can be drunk, stored, sold to other Kindred ... or delivered to the hundreds of victims who desperately need it.

Horror

As if the characters' very existences were not horror enough, things do exist which can strike terror into their immortal hearts. Since Vampires know inhuman horrors exist, their horror becomes much more real.

1-2. Nothing Ventured (Haven). A house in Central Chicago area has been in the newspapers recently because of reports of a haunting. You can interest the characters in this a number of ways and certainly their contacts could report to them that there is something interesting about the abandoned mansion. Since the house in question is very near their Haven , they may be even more intrigued.

A Ghost does indeed reside in the mansion. Give it a name as well as a personality, plus a reason for it being stuck on

Earth. When the character comes to investigate, the Ghost decides to use the Vampire to help it obtain its aim so that it can pass on. It may attach itself to some object of great value to the character so that it can remain around the character, or it may begin to haunt the character's Haven . Until the character aids the ghost it will harass and haunt her. Vampires who befriend this Earth-bound spirit in some dramatic way can add one to their ally rating, and may find keeping a Haven in a haunted house to be a wonderful form of protection.

3-4. As Above, So Below (The Barrens). Over a period of time (a number of stories) a character has been plagued by a series of bad dreams. Although they vary somewhat, one aspect remains constant. The character is always being buried alive . The trauma of this dream sometimes wakes the character up in midday covered in blood sweat (they lose one blood point). Soon afterwards the character will become restless and feel a pull to a nearby cemetery (a pull the character can easily resist, if he so chooses).

Once the character enters the cemetery the wisps of mist will grow thicker and thicker, until it is a cloud of fog. Moments later, figures will become visible. Eight zombies will all converge on the player. Controlled by a crazed Magus, the zombies will attack until they are dismembered. Give the zombies normal human scores with one more points in Strength and one less in Dexterity. The dreams were planted by the Magus, who seeks the blood of the Vampire for his experiments.

5-6. Look Out Behind You (The Rack). Upon leaving one of the bars where Anarchs hang out, the character notices a pair of glowing red eyes following her every movement. The character should make a Willpower roll in order to keep from looking in the direction of the eyes. Once the roll has been missed and the Kindred is unable to resist the hypnotic suggestion, a full grown lupine will attack her from the rear.

A very young Lupine (in human form he is only 12) is attempting to make his mark early, and seeks to kill his first Vampire. He will attempt to destroy the character with the aid of a faerie so that he might drink her blood. The Lupine tribe from which he hails would be grateful if their "pup" was returned to them safe and sound.

7. Surprise, Surprise, Surprise! (The Rack). The character notices a young woman on the rooftop of a building, doubled over in pain. If a casual glance is taken it looks as if the figure is about to jump. Three successes on a Perception + Empathy roll (difficulty 6) reveals that she is Kindred .

The Vampire has been in torpor for more than 100 years and only recently woken up. She will attack the first person who approaches her in her desperation for blood. She will not realize that the character is a Kindred as well.

8. **Cast the First Stone (The Barrens).** While traveling in the Barrens, the Kindred hears howling in the center of the nearest park (likely one along the shoreline). A squad of fourouncemen on patrol in the park were met by a pack of marauding Lupines. The officers' bodies lie strewn about everywhere, and some of them remain in one piece. Unfortunately, the sight of blood here is overwhelming, and may send the character into a blood Frenzy (Frenzy roll is required). While the character is in Frenzy other police may arrive on the scene (alerted by the fact that the squad had not called in) or a stray Lupine might return to finish its meal.

9. **Assassination (Anywhere).** While out on the streets alone, a character is snatched into an alleyway where he is matched against a newly created neonate of the Black Hand. Combat will undoubtedly take place, and perhaps the victor can walk away with more than just a victory. Phillipe of the Black Hand is nearby watching to see how his neonate does and he will not interfere under any circumstances. This is a test for the young Sabbat Vampire, and tradition demands that he survive it through his own talents and wits.

The Sabbat has moved into its second stage of taking over Chicago and begun creating new Kindred. If the young Sabbat Vampire is close to death he may attempt to bargain for his life, offering information (of which he knows very little) in exchange for being let go. Phillipe will do whatever he can to prevent any agreement of this sort.

10. **Victim of the Victim (Everywhere).** At the conclusion of a very pleasant hunt, the character finally sinks her teeth into the young man's throat. At first he submits as happily as every other victim, but then his eyes fly open and, with a violent shove, he knocks her away. He sprints to the door but trips, falling headfirst against the concrete wall. His head splits open and he lies where he fell. As the player begins feeding on the blood pooling on the floor, she notices an ephemeral form coalescing above her in the shape of this most recent victim.

The ghost knows nothing but the tragedy of his death. The character has become his one link to the physical plane, and he will follow her wherever she goes, moaning and begging for someone to avenge him. Needless to say, this will make it next to impossible for the character to have anything approaching a normal life (even for a Vampire).

Intrigue

Some believe that becoming a Vampire can free them from the intrigues and manipulations of life. If it does this, the Embrace only frees them to become involved in the intrigues of the Kindred. Get ready for a whole new ball game.

1-2. **An Offer You Can't Refuse (The Elysium).** The characters receive an invitation to the Opera issued by Capone himself. Upon the completion of the opera, the characters will be escorted to the crime lord's limousine by four men in suits with bulges that suggest they are armed with Uzis.

Capone is inside of the limo waiting for them. He has recently been getting restless because of the apparent influx of new blood into the Chicago area. He will offer the new Kindred power over some of the ethnic gangs — but he has a price. He wants the new Licks to promise to side with him when he starts to rock the boat. He does not want a Blood Bond between himself and the characters since that could be too blatant of a move.

3. **Yo, Homey (The Rack).** On a nightly outing the characters run into a large gang of young black men. All of them seem to be well dressed in trendy clothes and are excessively loud, except for a silent one who stands in the back. They will taunt the characters, and perhaps pick a fight. Before things go too far the quiet one will step to the forefront.

The quiet one is Kevin Jackson. If the Kindred are young and ready to take on the group in a fight, then they are just the people Kevin was looking for. The gang leader has recently been trying to mess with Capone's control of the mobs. He hopes to use the players to break up the old Italian's main rings, and offers them money, blood and power.

4. **Money for Nothin' (Anywhere).** For some strange reason the character has been getting rather large sums of money either deposited in his bank account or delivered to his place of residence by Western Union. The amount is several hundred dollars per week. The depositor/deliverer has no idea where the money is coming from.

When the character has come quite accustomed to the money being there when he needs it, the flow will stop abruptly. The money has been coming from Neally, and now he will bargain indirectly with the character. He will make use of the character for various tasks — preferably without them realizing it.

5. **Paranoia (Anywhere).** Recently, in the neighborhood around one of the character's Havens, there have been murders which are without a doubt Vampire related. While the corpses have been stashed where it is unlikely Kine can discover them, the Vampires encounter little difficulty finding them. There is also evidence that links these murders to other player characters in the troupe — a favorite weapon, a missing jacket etc. The frequency will increase if the Vampire chooses to do nothing.

Phillipe and Wendy Wade are responsible for these deaths. They have discovered where the PC resides and are now attempting to make the members of the Camarilla fight amongst themselves.

6. **Touche' (Anywhere).** When the characters come into contact with Lodin or any of his lieutenants, Hinds will view this as a definite threat to the socialist takeover of Chicago. He will offer the characters greater things than Lodin, Capone or Kevin Jackson have offered in the past. The recruitment of new blood is in demand. Hinds sees this as an opportunity he cannot afford to pass up. Any new pawns to manipulate in the eternal struggle will be helpful indeed.

7. **Spies Like Us (Anywhere).** The characters are approached by a normal man with a not-so-normal task. Armed with photographs of Gary-based Kindred, the kine will tell them he is a reporter and is in the market for good field agents. The pay will be quite good and all the characters need do is keep an eye on these few people. He explains he will keep in touch by mail or fax, and all mail can be addressed to his P.O. Box in Gary.

The character is really just a regular human who has been dominated by Lodin to handle the task of keeping tabs on Gary. Knowing full well the human would not be able to do it alone, he has given the man pictures of the Gary Cainites so that he may approach them separately. If the character has any ties with any of Lodin's brood they would be paid very well just to keep the 'reporter' informed.

8. **We Don't Need No Education (The Rack).** While mixing in the Succubus Club, the character is approached by two young Kindred and questioned in a rather informal manner. The overall conversation will focus around modern politics and the hopelessness of it all.

The two Kindred are Damien and Dickie, who are attempting to feel the character out. If the Kindred is very responsive to the slanders, then the two will meet the character at a later date. On several different occasions they will 'show up' just to converse with the character. Later they may invite the new Kindred on a "field trip" to help mess up one of Lodin's political power plays.

9. **Sign On The Dotted Line (The Elysium).** After the characters have become settled in their new domains they will get job offers for night work in their perspective fields. All of a sudden, most things seem to be going their way. Any legitimate or illegitimate business they are already involved with will receive contracts from other businesses.

Ballard is behind the profits which are appearing all over the place. In time he will make his motives quite clear. In exchange for granting affluence to the characters, he expects their support in the upcoming times of chaos.

10. **Desperately Seeking Nosferatu (The Barrens).** All night the Nosferatu has been hearing strange sounds and has an overwhelming feeling that she is being watched. Eventually the

character is drawn to an abandoned warehouse where she is subjected to a variety of questions by an unknown interrogator.

The voice in the unnatural darkness is Khalid, and he is in the market for new Nosferatu to serve him. If the Nosferatu remains composed through the whole ordeal she will be invited to join Khalid's band of Neonates. In exchange, Khalid will offer his protection as well much of the information he has already collected. Essentially this is a strangely put invitation to join the community of Nosferatu.

Introductions

Almost any Cainite the characters meet in the city can provide them with yet another clue to the never-ending puzzle of Chicago's conspiracies. Thus it becomes exceptionally important for them to enlarge their circle of acquaintances and every introduction becomes an opportunity.

1-2. **The Message (The Succubus Club).** Through the smoke and perpetual haze of the Succubus club, a waitress appears and hands the characters a small, folded napkin. Across the room sits Gordon Keaton, Caitiff and Anarch, who lifts one finger in signal. He is eager to feel out the players and see if he can determine their generation and standing. Soon after he will ask them to join him in a hunt, for he has been watching a group of "very ripe" college students all night—and they are planning to go for a walk. If he thinks that the characters might be willing to side up with the Anarchs, he may introduce them to the idea. But, if he thinks they are of an older generation he may try to separate them and, in his lust for power, attempt to feed on one of them.

3-4. **Lounge-Chair Philosopher (The Elysium).** Any characters who have evidenced an interest in philosophy or history meet a student from Chicago University, who tells them his professor would be quite interested in meeting them. He will give them directions to the University's faculty club, and say "The Doctor expects you at ten."

When they arrive at the faculty club, they will find that its normal operating hours are 7 a.m. to 8 p.m., but for some reason it has been left open. A doorman will lead them to the club's comfortable lounge, where they meet the ancient Brujah Critias. Critias will engage them in deep conversation on the nature of Rebellion and the role of Vampires in it and will swiftly fall into the Socratic method of questioning them. He will pick out any players who seem to be becoming frustrated at this tact and question them all the more (possibly leading to Frenzy rolls). Any characters who handle this episode well will have earned themselves a valuable ally, but any who become

frustrated or, worse, do not go at all, may well have gained a powerful enemy.

5-6. Angels in the Night (The Barrens). While hunting in the Barrens, the characters notice an extremely attractive young man stumbling through the streets. As they approach him, they are stopped by an incredibly beautiful nude woman, who warns them that the mortal is her meal, and that if they interfere, they will die.

The woman is not a woman at all. She is Gulfora, a Succubus of incredible might.

If the characters threaten her, she will become insubstantial and flee, but will return to haunt their lives in any way she can.

7-8. Old New Comer (Wasteland). Hidden in the St. Michiel Reservation to the southwest of the city stands an ancient Indian totem of great power. Indeed, it has begun to haunt the dreams of a character who has the Auspex discipline. Night after night she will dream of it, and each night she becomes surer and surer of its location until she finally manages to track it down.

It has been left in a clearing by Yaryan, who has discovered that Menele's body has been moved from where he stored it. The totem, a mighty symbol for his people, played an instrumental in helping the Indian free himself from Menele's control. Now it has summoned the character in hopes she can keep Yaryan from falling under the Brujah's control yet again.

9-10. An Unexpected Meeting (Downtown). In the lust for blood that a player feels one evening, she becomes light-headed and nearly drains a victim of all Vitæ. He collapses at her feet, weakened but alive. Little does the player suspect but she has just drained one of Lawrence's mortal retainers and messengers. A slip of paper falls from his hand to the ground. "H, Meet me tonight at the statue outside the Sherwin building, 2:00 a.m. B".

When the characters arrive, Lawrence may nervously open fire on the Kindred, depending on how he is approached, or he may engage them in a discussion. Either way, he is desperately afraid of being found out and will not tell the characters anything about the note or the meeting. He will make up any story that seems to be plausible as to why he is here (which is, in fact, to give Hinds information about what the Elders are planning).

of many, the players must remain very careful to keep their indiscretions hidden.

1-2. Hey Mommy, Look! (Anywhere). One evening the character is approached by a small child. He distinctly says in a soft, low voice, "Are you the bogeyman?" This child has the ability to perceive auras, but is not frightened by what he sees. He will continue to pester the Vampire until he receives an answer. You should make it clear to the character just how courageous the boy is being.

3-4. Inquiring Minds (The Elysium). While examining an exhibition at the Art Institute, the character casually gets into a conversation about the existence of supernatural phenomenon. Although the character may not offer any factual information, the young lady she converses with seems to be quite well versed in the natures of Lupines, Spirits and Vampires. Keep up the conversation for as long as the character desires, but the lady will eventually become uneasy around the Kindred.

The lady is merely fascinated with the occult. The facts she appears to volunteer are merely fables and myths that she has chosen to accept. If given enough time to expound upon her knowledge it will become obvious. However, if players over-react to her hypotheses, she may well find her most horrible fantasies realized.

5-6. Discovered (Haven). The character is awakened by a loud door banging, and the sound of footfalls. The sounds are immediately followed by the screams of what sounds to be like a young lady. Suddenly a deathless young mortal is standing over the sleeping place of the Vampire, with a camera in her hands. Unless the character is able to react very quickly she will snap off a picture (the flash will temporarily blind the character) and then

dash off. If somehow captured she will tell them only that "her contacts" told her where to find the Haven, and her credentials will show her to be a photographer for the "Tell it All." Her contacts will later turn out to be two old men who approached her with information, and whom she never saw again. She has been watching the character's Haven for some time, but only recently got enough courage to break in.

The characters Haven was revealed by Balthazar (or some enemy of the characters) who sent two retainers to tell the paparazzo the location of the character's Haven. If this can somehow be proven, Balthazar will be in hot water (breaking the Masquerade for any reason is serious business). This is a serious mistep on his part, but the characters must be able to take advantage of it for it to cause him any harm.

The Masquerade

The Masquerade ranks as one of the central tenants of the Lextalionis and the Camarilla enforces no other aspect with such ferocity. Since the exposure of one can lead to the deaths

7. The Dancers (Succubus Club). The characters see two young Blood Dolls on the central dance floor dancing a very elaborate ritual to the Cure's "Last Dance." At first their dance

seems only as bizarre as any that Blood Dolls make up, but a perceptive observer will soon realize that the entire dance is heavily symbolic of the Embrace, more specifically of the Gangrel embrace. The mixture of passion and the brutality, tenderness and lust is shown clearly, as is the isolation the Sire gives the Childe after it is finished. It is a beautiful dance and the two blood dolls do it exceedingly well. The crowd seems to know them and they get whistles and applause once they are done. They do the dance once a night, and the more times the character watches them the more the character comes to realize how perfect the symbolism is — a Gangrel will be even more struck but it.

The blood dolls are not simply making this up on their own, though that indeed is how it began. They started their dance nearly a year ago, as a way of displaying what they thought it would be like to be bitten by a Vampire. After a short time however, Malcomb happened to seem them dance, and soon thereafter began to coach them on how to capture it in more detail. He now watches them as often as he can (always from a distance), in love with his "creation". If reported, this violation of the Masquerade could get him into serious trouble (though it would not warrant a blood hunt or banishment) but it could result in the deaths of the two Blood Dolls.

8. The Weeping (Rack). As the characters get out of a car or walk along the street they hear enormously loud weeping and yelling coming from an alley, and hear the words "I curse thee Cain!" If they investigate they see an enormously intoxicated Sir with a group of other ragged drunks, loudly telling them the woes of being a Vampire. The drunks seem more interested in his coat, wallet and shoes which they are dividing among themselves than in the story, but this is a blatant violation of the Masquerade. The "correct" thing to do would be to kill all the drunks and then take Sir to see Lodin or one of his lieutenants. However if they are kind to the Lush he will return their compassion with aid once he is sober again.

9. The Panic (Rack) Late in the night a man emerges from the crowd and takes one look at the character. His eyes open wide, he immediately turns about and attempts to leave. The man has second sight and is able to detect the Undead. Though he is quite rational and straight, this experience has unnerved him a great deal.

10. The Skewered Feline (Haven) As the character leaves her Haven, she discovers a dead, disemboweled cat lying on the ground or strung up on a wall. If she looks closer she will notice that it has been methodically and carefully taken apart, and that the strands of intestine, sinew and bone seem to make some sort of pattern. Those with Auspex 3 may make a roll to see what they pick up (difficulty 8). Three success brings a vision of a mortal

killing the cat as some sort of grim ritual; the purpose of which seems to be to create some sort of ward.

This man is a neighbor of the characters, and is a well versed in the occult to boot. He somehow detected the nature of the character's condition and will place his ritual cats on the door of the character's Haven every night until the character moves away or he is discovered. He is not really a wizard (unless you have a few ideas about what to do with him as such) but is very clever and exceedingly good at being secretive about his work.

Nostalgia

The characters' existences did not start with the Embrace — hopefully a long, full life preceded the change. However, memories of what has been left behind are not always pleasant, and some Cainites react worse to the past than do others.

1-2. A Familiar Odor (Downtown). While crossing a busy intersection, a beautiful mortal pedestrian passes the character. However, the woman's perfume strikes the character more than her beauty does, and the odor reminds him of a person or thing dear to him long ago, before the Embrace — a lover, a grandmother or a frightening experience. The memory so envelopes the character that he fails to notice the light change, and he only comes to when the driver of a semi-truck five feet away lays on his horn and screams, "Get out of the way, Mac!"

3-4. Stop Me if You've Heard This One ... (The Rack). Passing a table in a bar, the character overhears an old private joke which she and some good friends shared when she was still a mortal. This brings back a simultaneous flood of memories of good times and the melancholy knowledge that those days are long gone and can never be recaptured. This feeling is only aggravated when she realizes that the teller of the joke must be the child of the old friend.

5. Ancient Battles (Elysium). Passing the cathedral, the character suddenly has most bizarre memory flashback. She "sees" the cathedral at Notre Dame and remembers a series of bloody battles between Kindred which once took place there. The screams of the dead and damned do not come from her own memory; instead they are blood memories passed on from the character's Grandsire.

6. Recognizing a Hero (Art Gallery). While visiting the art gallery, the character recognizes a childhood hero of hers. This could be the real thing, an imitator or just a resemblance. The person is definitely human, so if the character has been around for a long time, she may find this an odd situation.

7. Memories of Mother (The Rack). In a bar the character notices a mortal wearing a very unique ring which once belonged to the character's mother but was taken from her in a mugging long ago. This individual is either the girl-friend of the man who committed the mugging, or bought it in a jewelry store just the day before.

8. Nightmare of Blood (Haven). One morning the character has a nightmare in which she relives the terror of the Embrace. The extremely vivid nature of the dream makes the memory of the change 10 times worse than it really was, even if she desired the real transition. The character's Sire appears as a vile, blood-drooling monster — a brutal vampiric rapist, and she is all too aware her own transformation from mortal to Beast. She awakes violently disturbed by the image, awash in blood-drenched sheets. She has actually sweated blood (lose a blood point) and will not be able to sleep for the rest of the day. The next time she encounters her Sire, she will watch him with increased wariness — make it clear that somehow the relationship has changed.

9. Childhood Remembered (Downtown). At the carnival, the character sees a young child who reminds her of herself as a child. The character becomes so entranced by the little one that she follows her around the carnival grounds — simply watching. How will the character react? Will she want to feed on the child or feel protective of her? The reaction will soon be tested, for another Kindred has the child under observation. If she knows him, the player will recognize him as the wicked Son. He intends to mesmerize the child and turn her into a terrorized victim. If the character actively tries to prevent this, he will submit gracefully, if sarcastically.

10. The Memory Auction (Curio Store). In a gentrified curio store frequented by night owls, the characters come across a beautiful gold-lettered photo album. The inscription reads "Sharon Payne," and includes yellowing black-and-white pictures of a girl progressing from youth to adulthood. Photos of the woman and the Vampire Michael Payne figure prominently in album, but the characters know of no Cainite named Sharon Payne, due to the fact that she now uses her maiden name — Forrest. If they take the album to Michael, he will at first disavow all knowledge of it before realizing its potential. "It's not mine, it belongs to that bitc ... How much do you want for it?" He offers the characters huge sums of money for it, realizing the blackmail ammunition it provides. Will the players keep the album, sell it to Michael or deliver it to Sharon? Their decision could gain them both a powerful ally and a mighty foe.



Paranoia

Paranoia has become a normal state of life for many Cainites. They begin to see enemies in every shadow and foes under every bed. For others, the question is: Are you paranoid if everyone *really* is out to get you?

1-2. Death Smell (The Rack). A character witnesses a young girl get hit by a car. As the child lies bleeding in the street, the character must struggle with any thirst he feels for the flowing blood. In the confused and sickened state, the character becomes aware of the woman next to him screaming. Her musky cologne mixes with the tangy odor of fresh blood. Overcome by the horrible smell, the character leaves the scene only to experience the smell everywhere he goes. It seems to be marking the character in some way. And he may well become paranoid that others can smell it as well. The evening becomes a nightmare as the character cannot escape the smell.

Treat the experience as a temporary Derangement lasting for but one night. Describe as nastily as you can, making the player feel as fearful and sick as the character.

3-4. Cats (Barrens). While walking through the alleys of Chicago's desolate South Side, the characters see a beautiful black cat sitting on a fence. He stares at them intently, and then goes back to licking his paws. Nobody is around, and if the characters look into the yard hidden by the fence, they see that cats fill the entire lot. There are literally hundreds of them ... all moving and stretching, but not making a sound. All those silent cats, moving slowly and staring with their knowing stares will begin to make the characters nervous. For the next few weeks the characters will see and notice cats wherever they go. They will feel that they are being followed. Maybe they are. You can make as much, or as little, of this as you like.

5-6. Light Switch (Anywhere). One night errands keep the character away from her Haven for longer than she would like. Unconcerned because the newspaper listed the dawn as being almost 30 minutes away, she gets a rude shock when the sun appears as she enters her home. If she continues to check the newspapers, she discovers that once a week the newspaper gets the time for sunrise wrong. Few other Kindred notice, but those who do suffer the consequences of the early-morning horror.

In fact, this is the beginning of a Ventruue plot to make the city less hospitable to other Kindred. Joseph Peterson has been arranging this minor mistake in the newspaper. While it will not take long for kine readers to start complaining, their difficulties are minor compared to those of a Cainite caught by the sun.

7-8. The Anarchs Attack (The Hive). Ballard summons the character to one of his business offices and, while the character wants to be shown in, a pack of mortal skinheads walk in and begin to harass the receptionist, insisting on being allowed to see "the man". When one of them tries to barge into Ballard's office, half a dozen security men (all of them Ballard's Ghouls) come out of the woodwork and scatter and push back the punks, who beat a hasty retreat. Once the confusion has settled, one of the ghouls tells the character Ballard would rather not talk right now — "Sorry for your trouble"

This was staged by Ballard as a warning for the character to stay in line. He was watching the whole time by remote camera, along with Balthazar.

9-10. Mysterious Assassination (Papillion). While walking through a dirty red light district, the character hears running footsteps from behind. She whirls around just in time to see a young man wearing a baseball cap leveling a .38 caliber semi-automatic pistol at her chest. Before the character can react, the glassy-eyed youth fires several rounds point blank into her. The shots probably will not do that much damage to her, but they should knock her back several feet. Immediately upon seeing the results of his actions, the youth turns the gun on himself and blows his brains out. If the player somehow

prevents him from doing this, he bites off his own tongue to keep from talking and attempts to commit suicide anyway possible.

Premonitions

As creatures of the supernatural, Vampires live more in tune with the powers of precognition than do most mortals. However, knowledge of the future can be as much a curse as a blessing.

1-2. Glimpse of the Future (Anywhere). The character experiences a strange vision of a possible event to come. Roll for next week's encounter and describe it in a strange and dream-like manner. It may or may not happen, but if it does, don't call special attention to the similarities or differences.

3-4. Unholy Fear (The Rack). On a cold winter night, the character warms herself by exploring a Yuppie bar she has never visited before. She notices a group of people gathered around a large fireplace in back, one of the bar's main attractions. The first sight of it fills the character with extreme dread and unless she makes a courage roll of nine, she runs outside for a reason she does not understand. This is one of those times when the player is better off blowing the roll, because a bizarre accident causes the fireplace to light the entire building on fire (woe to the character who made the roll — just give them some chance to escape). When the character sees the blaze outlined against the night sky, she remembers a long ago dream (from back when she was mortal) in which just such a conflagration figured prominently. For a time she feels uneasy entering any bar.

5. Dreams of Blue (Haven). In an odd dream one day, varying shades of the color blue make up everything the character sees. Although the character will be unable to remember any specifics of the dream, vivid recollections of swirling blue mist and eerie blue gasses enveloping everything spring to mind, evoking a sense that there was a presence involved. For the rest of the week, anyone who Auspexes the character notices a deep-blue tinge to his aura. Very strange.

6. Unknown Admirer (The Rack). While moving to the dance floor of a favorite club, someone in the crowd grabs the character's arm. When he turns, an embarrassed smile of a moderately attractive woman greets him. She motions that she wants to speak with the character alone, and, if allowed, will take the character to a less-active part of the club. There she will confess to love at first sight, saying, "I've seen you in my dreams since I was a little girl. I feel as though I've known you all my life! I love you!" etc., etc. While the character has no memory of ever having met her, she is telling the truth (or believes she is).

Neurotically obsessive, she will try and get the character's name, phone number and address. If she gets it, she will never let go of the character, attaching herself to him permanently. Also mildly unstable, she will not be able to handle rejection.

7. Tomb of the Secret City (Museum of Natural History). While browsing through an archaeological display of recently uncovered Egyptian artifacts, visions of an ancient underground city deep beneath the desert overwhelm the character as she views an elaborate sarcophagus. It seems as though someone seeks this age, and that a presence of horrible evil awaits that someone in the depths of an ancient tomb. After a moment the vision subsides and everything becomes normal. If the character uses psychometry on the empty sarcophagus, she gets an image of the famous explorer and discoverer of the display, Jonathan S. Thompson, who just happens to be en route to Cairo at that very moment....

8. Spectre of the Gun (Barrens). While walking through the South Side of Chicago, the characters witness a combination mugging/murder which they are unable to stop. This does not seem like anything special until one of the characters remembers seeing the silver-plated 9mm semi-automatic pistol used in the crime during a dream. If the characters talk to the murderer, he tells them he got the weapon in a pawn shop in Gary. The records of the store show that a regular customer, Alowiscious Brown, pawned the firearm. If confronted and threatened, Brown will show the characters where he found the gun. He stole it and other less valuable items at a dilapidated apartment which seems to have been broken into several times. The place has been left in shambles. Not only does it look like it has been rummaged through, but vandalism and drug paraphernalia scattered throughout confirm Al's story that vagrants have been using the flat since the owner disappeared several months ago. If the characters conduct a thorough search, a secret panel in the floor will reveal a cache of 10 50-round boxes of 9mm silver bullets as well as a journal of a lupine hunter's exploits.

9. Impassable Doorway (Papillion). Following a vagrant through some dilapidated storefronts, the character approaches an old door which appears to be locked. Upon touching the door, the character will suddenly get the impression that she should not pass through. If she pays it no heed and enters, the next thing she knows is that she is sitting in a familiar dark place across town with no memory of where she last was. If the character did not enter the room, then coming back later will reveal nothing but an empty room, though psychometry will reveal that a powerful Kindred occupied the room recently. This room had served as a temporary Haven for Menele's body, which has been moved by faithful retainers.

10. Vision of Gehenna (Barrens). One evening, when the character feels like being alone, he wanders through the deserted

ironworks of Gary. Despite its desolation, the area radiates a comfortable feeling of peace. As the character dwells on these thoughts of barrenness and decay, the scenery slowly seems to shift to the appearance of a burning wasteland and a demolished European city, but with no bodies to be seen. Then the vision changes to a view over the Atlantic Ocean, looking down on a chaotic Europe. Thirteen immense black shapes — each the essence of evil — begin to rise and shift toward North America. A thousand voices seem to whisper all at once like the sound of a mighty wind: "Gehenna!"

Pursuit

There are many who chase Vampires. Researchers, witch-hunters, magi, werewolves, even other Kindred — all want something from the characters. Of course, depending on who the pursuer is, being caught is not always unpleasant.

1-2. Guess Who's Coming to Dinner (The Elysium). While meeting with other Kindred in the safety of the city's great museums, the character notices a strange character who seems to be watching her intently. The man is very unsettling and his eyes seem to bore into the back of her head whenever she turns away. If checked, it will be discovered that he is not Kindred. He will make little to no effort to conceal his interest. If an attempt is made to approach him, he will retreat to a safe distance, and begin to watch again.

This is Sullivan Dane, and he is closing in on the character. He has been watching for some time, but is allowing himself to be seen in an effort to scare the character into doing something foolish.

3-4. You Gotta Help Me (The Barrens). While hunting through the

decaying streets of the city, the characters chance upon a rather nervous Kindred. He will be hesitant to speak with the characters on any subject relating to the supernatural, although if it is detected he will admit to being Kindred. However he will not admit to being one of the Sabbat. He will pump the characters for useful information about the general area.

The kin's name is Gabriel Hennesey, and he has been excommunicated by the Sabbat for his "radical" views on Vampiric behavior. However, the Sabbat does not just kick out its rejects; it destroys them. And he has been tracked down by a "hunting pack" — Wendy Wade overhears their conversation.

5-6. Look At What We've Got Here (The Barrens). On one of their first outings, the character walks into an alleyway populated by a few lupines in half-human form. Their light dinner (a homeless vet) has left them in a mildly frenzied form. Being a sporting bunch, they give the characters two minutes to

make like a tree. Then they will come after the Vampires with full intention of rending them limb from limb.

The Lupines have not had any food all night (save for the last snack), and if they do catch up with the characters they will kill them and eat them, though not necessarily in that order.

7-8. *They're All Around* (Haven). Upon waking up one evening, strange noises, and other disturbances assail the character. A thunderstorm rages outside, and her Haven seems to almost fade in and out when the Kindred starts to make sense of it all. Black figures will enter the Haven , and will soon begin to give chase. Soon afterward the Kindred will be unable to run because her foot is caught. She will notice that the reason for her immobility is that a hand has reached up from below to grab her (it does not matter if she is in a multi-level building or not). The more she tries to free herself, the tighter the grip becomes. Soon afterwards more arms grab the character, the shapes catch up with her and assault her as well as pull her under.

Just before the excitement peak explain that it was all a bad dream. Then redo it the next day, but don't have it be a bad dream again.

9-10. *Who Loves Ya, Baby?* (The Elysium). An evening in the protected environs of Orchestra Hall leaves the character relaxed and momentarily happy. Of course, this contentment cannot be allowed to last. Sure enough, a dirty, smelly beggar in tattered clothes begins following her as soon as she leaves the hall. Just before the players can escape or feed upon the old woman, she keels over, revealing a two-week-old baby concealed in the remnants of her coat. Her dying request is: "Don't let them get my niece."

Romance

Intrinsic to the Vampire myth is the heady odor of romance and the fierce sexuality of an Embrace so passionate it is deadly. The power of the vampire's kiss is an aphrodisiac beyond measure. Nevertheless, there is little to be gained from those steamy moments, in life or in fiction, without the anticipation that comes before that exchange, or the lazy languid feeling that comes after. But even more importantly, for it to truly have meaning, the feeling cannot be satisfied by a simple moment of passion. It must be kept alive beyond that moment with the hope that passion will lead to romance.

1-2. *"It's been so long!"* (The Rack). You turn to see the face that belongs to a musical voice and stand gaping at the figure who had been so pale and awkward in high school. That has obviously changed, for the individual in front of you is a striking specimen of Humanity . "Wow, it's so funny that I should see you here, I was just going through our old yearbook

and showing a friend of mine your picture! You know, I always had a crush on you but I was too shy to say anything.... Would you like to dance?"

3-4. *The Eye of the Beholder* (The Elysium). While attending a highbrow cultural event, a character notices an extremely attractive young mortal glancing at him. The woman, Nina, is an aspiring artist and she wants this particular character to be a model for her next painting . He cannot refuse such a charming individual, her offer of money or the chance to enjoy her vitzæ. After meeting in her small studio for several nights running, the character is finally permitted to see the result. It is unlike any painting he has seen before. Nina has captured his very essence of his nature, the fragile balance between good and evil, power and weakness, torture and ecstasy. The secrets of his soul seem to bleed from the pores of her canvas. But with each careful stroke of her brush, Nina's feelings become obvious as well. Although the painting is a genuine masterpiece, she will give it to the character "as a token of her affection". Though she has not realized it consciously, she knows of his curse, and would be open to the thought of joining him.

5-6. *Adoring Eyes* (Anywhere). The characters meet Sophia Ayes anywhere within the city. It may be at a exotic dance club or simply out at dinner — but she is not a woman who is easily missed. She immediately recognizes the players as Kindred and moves over to make their acquaintance. Before long she will begin to cultivate an intense fascination with one of the characters (male or female). She will offer to rendezvous with that character in private and soon after she will want to see them on a regular basis. Allow this to go on over a few sessions with her interest growing and growing. If the character refuses to see her she will continue to hound them, offering her undying devotion. Eventually word of this will get back to Annabelle....

7-8. *Lost in Love* (Wasteland). On an unusually cold night the players set out to slake the thirst in their parched throats. What they find is a child sitting on a park bench dressed in a stylish business suit. This is Nicolai. He sits so totally absorbed in his own thoughts that he fails to notice a stealthy approach. Assuming that the characters do not threaten him, he will recognize them as Kindred and invite them to sit with him. Any Tremere will know him to be of their clan. He will begin to ask them questions about their mortal lives and whether they ever experienced "true love". This is a good opportunity to let the players express their character's feeling on the subject and vocalize some background motivations as well. In a cool voice, never taking his eyes from the lake before them he will tell them of his love for Erichtho and beg the players for advice on how to make her love him. Under no circumstance will he tell them that she is Blood Bound to him. This entire episode is very unlike Nicolai, and if the players ever meet him again, he will refuse to

discuss the issue. If they persist in questioning him, he will fly into a rage.

9-0. The Diary (The Barrens). As the players explore the burned-out husk of a building, they come upon an old, tattered diary. The writings within contain some of the most heartfelt expressions of love that the players have ever read. Described are the dreams of a young mortal who tells of the fantastic creature which came to the side of her bed, held her and loved her through the night. It precisely describes one of the characters. The author signs off by saying she can no longer live being tortured by a lover who does not exist and that she must be free.

Secrets

Almost every Cainite in Chicago has some deep dark secret. Finding these out can let you blackmail them into doing anything for you ... or else it can give you a deeper understanding and appreciation of the tragedies they have faced. You decide.

1-2. An Unwitting Investigator (Haven). Just as the character is getting ready to leave one evening, a knock at the door reveals a petite brunette woman with spectacles, hat, and raincoat. She'll say her name is Paula Magnus, an IRS agent, and flash an ID. She is "investigating" Annabelle Treabelle and wants to ask the character a few questions, regardless of whether he says he knows the socialite. The questions would seem normal to a mortal, but certain points indicate to the character that this young kine may suspect Annabelle or even himself of being a vampire. She will not dally too long, and after jotting some notes in a pad she will apologize for any inconvenience and leave. She is actually an occult investigator (she had a fake ID) who is following a client's suspicion that Annabelle is possessed by spirits; her questions reflect this, but the character will probably automatically assume a Kindred connection. Paula bears no malice toward Kindred and in fact does not know of their existence, although she will be perfectly willing to believe with a little proof.

3-4. Dark and Lovely Brood (The Rack) At a bar, toward the end of the night, the character meets a beautiful Spanish vampire flush with alcohol-enriched blood. She introduces herself as Consuela, says she's "new", and asks for directions to Annabelle. Being both friendly and drunk, she will respond quite positively to advances by appropriately attractive characters. She will also give evidence of remarkable powers, as she is actually one of Helena's brood, called to Chicago as the Methuselah's next victim. Thus her momentary disappearance should shock any Vampires who become close to her.

Learning the Mind Enslumbered (Level 2)

This ritual has several requirements. First, the subject must be asleep or unconscious; drugged is fine. Second, a circle about two feet in diameter must be drawn on level ground with the subject's blood. Third, the caster must bake two small cakes with barley, olive oil, and the caster's blood. These cakes must be placed in each person's mouth, under the tongue, and left there throughout the ritual. After a short incantation, both the subject and the caster must lay on the ground, with their heads in the circle and touching. As the caster enters a semi-conscious trance, he can probe the subject's mind and get almost any information that the subject has experienced, known, or thought. A simple Perception + Empathy roll (difficulty five) is required to learn any single fact. The number of successes explains the degree of clarity of the fact. A botch indicates the fact can never be known through the ritual.

5-6. The Secret Survivor (The Barrens). A simple evening stroll (or hunt) in a city park results in the character leaping to hide under cover when he suddenly spots a leopard prowling through the park. This comes to no avail, however, because the Beast strides right over to the character's hiding place and shapeshifts into Inyanga. She will happily chat for a while with the character, saying that she is glad for the company. After an hour or so, she will take her leave, but not before reminding the character to never hunt in this park again. "I'll have to remember to speak to Lodin about that," she remarks.

7. The Hidden Haven (The Rack) The character finds the perfect, if overly-enthusiastic, victim who is "perfectly willing to go for that kinky stuff," but only if allowed to lead the character to the Shed Aquarium ("...always wanted to do it on a fish tank"). A window left "always open" allows entrance and things are just starting to get good when a passing night watchman forces the pair to hide in the basement. Stumbling onto a recessed storage room, the character finds a concealed living area. Though nothing vital is found, this smacks of a secret Haven.

The place is actually the Haven of The Monitor (Rebecca), a vital secret depending on who finds out. Further investigation is possible.

8. Death and Discovery (Barrens) Late night hunting in the dockyard takes the character near a moored cargo ship. As the character watches, a small, darkly clad figure disembarks from the huge vessel, all the while nervously looking around, as if he knows he is being watched or afraid of someone following him. His fears are revealed to be entirely founded when a shadow darts from out of nowhere and nails the poor old man with a crossbow. None-the-less, it takes two more quarrels to

bring him down and a wickedly-curved knife to finish the job. This exchange takes all of three seconds. The "shadow" can now be seen as a figure all in black with a black gauze-wrapped face. He kneels to search the old man's decapitated body. If the character attempts to intervene, the shadow killer will prove a dangerous opponent (being a high-level assassin with statistics superior to a SWAT officer) who will escape or commit suicide if captured (cyanide capsule in the mouth).

This assassin is only a mortal, but is proficient at dealing with Kindred — his costume is stocked with stakes, smoke grenades, hidden knives and all types of other ninja-like paraphernalia (there is no identifying information). The old man proves to be a ghoul with fifth-generation blood in his now inert body. Papers and passport identify him as Ahmad Momeni directly from Iran (the boat is the *Persian Princess*). He also has directions to a mansion near downtown Chicago (the Chantry), as well as the name of Nicolai jotted down next to the address. The ghoul also has a wax-sealed envelope (probably the assassin's objective), which has an air of importance about it. If the envelope is delivered to Nicolai, he will solemnly accept it and any story that the characters tell him, thank them briskly and usher them out. The envelope contains details for casting the following ritual, written entirely in Arabic:

9. **Manna (Elysium)** While passing near the St. Nerius cathedral, the character is confronted by a young man who simply presents him with a note. This note is apparently from a fellow Kindred who lives hidden in the cathedral; it asks the character to come to the cathedral and bring "food." The young mortal will verify that the "food" is the same as what the character partakes of, but will say little else, other than the assurance that the meeting is not a trap. The man will then leave the characters to decide what to do.

The Kindred in the cathedral is a neonate Malkavian named Kirkland, who was a member of the crushed Anarch movement of the mid-eighties. The Elders believe he was destroyed along with his friends, but he obviously has survived and has resided among the rafters and the secret closets of the old house of worship. He is insanely paranoid that the Elders may find him and has not left the sanctuary of Elysium since 1987, but he is so desperate for Vitz he has decided to trust the characters, whom he has seen passing the cathedral on many occasions.

10. **A Chance Meeting (Papillion).** One night in a dark and smoky jazz club, the characters notice an unfamiliar Cainite sitting by herself in a far corner. If they approach her she will at first react nervously, but if they have allied themselves with the Anarchs or at least have no friendship with the Prince, she will invite them to join her and will speak candidly about the city's problems and Lodin's tyranny. She will not reveal the fact that she is Maldavis, the most wanted Kindred on the Prince's hit list.

Maldavis hopes to rebuild her strength enough to once again challenge the Prince, but her past failure has left her on the outs with most of the city's Anarchs. The huge number of casualties arising from that attempt has left her gun shy as well, and she doubts her own ability. However, she has powerful allies and with the characters' aid and encouragement could once again become a force to be reckoned with. Of course, the characters are always free to betray her to the Prince as well.

Threats

One of the best ways to test your characters under pressure is to see how well they respond to threats. The threats can be physical but they can also be perceived. The characters need only think someone is out to get them to achieve the proper results.

1-2. **A Person in Your Neighborhood (Anywhere).** Someone that the characters see daily, i.e. the milkman, bum on the street, bartender or a neighbor greets the characters in a public place and pulls them aside. "I know what you're hiding and unless you . . . I will go to the police." Decide how much this person knows, if anything, and what they want from the characters.

3-4. **Private Property (The Rack).** As the characters are walking through a popular section of town, they are surrounded by a group of young renegade Licks new to Chicago. They surround the characters and declare that they are taking over this area for their own. One of the bullies recognizes one of the characters and tells her "I know where you sleep!" If a fight breaks out, the younger ones will probably run away, but the leader will threaten to get back at the characters "one way or another".

5-6. **The Note (The Haven).** One of the characters returns to his or her Haven to find that it has been ransacked. Drawers have been dumped out and furniture has been overturned — the place is trashed. Tacked to a wall nearby there is a note. You decide who it is from and what it says (Brujah warning them not to side with the Elders, Lodin warning them not to side with the Anarchs, Son playing headgames?).

7-8. **Hit and Run (Anywhere).** As a character crosses the street on a rainy night he notices a car careening wildly out of control. Give them a chance to dodge it, but if they fail tell the player how he is struck and how much damage he receives. As the car drives away the character will hear mocking laughter from the driver.

9. "You're Under Arrest" (Anywhere). The characters are approached by police officers late in the night. The cops have been bought out by someone who wants to throw a scare into the characters. The police will attempt to arrest the characters for murder, claiming that they have an eyewitness. The arresting officer, Hal Price, will be belligerent and verbally abusive. If the characters refuse to surrender to the officers, they will draw their billy clubs and attempt to subdue the characters (don't forget those Self-Control rolls). Let the characters flee as Price calls for back-up but he will shout after them that "this isn't over yet." If the characters surrender they will be taken to the county jail and held until just before dawn (really make them sweat). Then the sergeant, Ken Jones, will enter and demand that Price show him this eyewitness. Unable to produce the accuser, Sergeant Jones will have the characters set free. If the characters were well behaved in prison they will have a potential ally in Sergeant Jones who is an outstandingly honest cop. As they leave the station, Hal Price will call out to them that "this isn't over yet." You may have Price show up later, at any inconvenient time, and harass the characters.

10. **Frenchie and the Bear** (The Elysium). The rumor that the characters plan to join with the Anarchs has begun to spread through the Kindred community, regardless of whether it is true or not. Thus the note from Levesque asking to meet with them at the Museum of Contemporary Art should come as no surprise. Levesque and the other Nihilists plan to use this meeting as a chance to size up these potential allies while enjoying the protection of the Elysium, and will do little to give away future plans. However, if things go well, he will schedule a future meeting with the characters.

As the characters leave the museum, one of the rear doors on a long white Cadillac parked in front will swing open and Balthazar will beckon for them to come forward. He warns them against siding with the Anarchs and stresses the pain he will put them through if they join "that damn French Blood Doll."

Vengeance

Revenge may be sweet for mortals, but for many Kindred it is a way of life. Their passions burn deeper and hotter than any mortals, and to anger one of the Undead means to gain an immortal enemy.

1-2. **Anita's Revenge** (Skokie). Anita has recently been harboring a young Brujah from Atlanta named Tony. Tony, unable to cope with his horrible transformation, has risked blowing the Masquerade for quite a few of the Kindred. Anita had taken him in up until about a week ago, when he suddenly began to hang around Son. From then he became even more

despondent. When Anita asked him what had been going on with Son he refused to talk about it. Then, just yesterday and for no apparent reason, Tony awoke during the day, cast himself into the sunlight and was burned beyond recognition. Anita has decided to take matters with Son into her own hands. The characters notice her headed toward Skokie with a wooden stake in one hand and a can of kerosene in the other.

3-4. **Hell Raisers** (The Rack). The loud roar of engines and the smell of hot exhaust fumes assail the characters as they leave a bar in the Rack. Tyrus and the Wolf Pack have just heard the story of Levesque's bombings of British-Canadians years ago, and since Tyrus' parents were British, he feels he has a certain responsibility to make restitution for the sins of the past (and do a little hell raising). For that reason they have gathered up some sticks of dynamite and are headed for the Brujah's house by the stadium. They are doing so without Lodin's permission, but Tyrus has a certain latitude in his activities and feels confident that he can get away with it. The gang has begun doubting his leadership recently, so he needs this to gain control and it will be difficult to talk him out of this course of actions.

5-6. **A Conversation Overheard** (The Succubus Club). Gloria Schumpeter and Detective Gregory Stephens have met in the same club or bar the players are frequenting. The characters may well know that Gregory Stephens is a "witch-hunter," but probably won't know who Gloria Schumpeter is. They can overhear them speaking by using Auspex. Gloria is recounting the night of her mother's passing at the hands of Schumpeter and how long she has waited to avenge her horrible death. Among other things she then tells the detective the location of her father's condo and asks what time she will meet him there. Let the players decide what course of action to take. It should present quite a moral dilemma, deciding whether to hinder (or help) the two witch-hunters.

7-8. **A Friend In Need** (Anywhere). Brad Hessler, a contact of one of the players, needs help. He ratted on a powerful business colleague who was embezzling from the company. But the man used his clout to blackmail some other employees to vouch for him, and when he convinced his boss that Hessler was the culprit, Brad lost his job. Two weeks later, his house was ransacked, stripped and burned, and his two-year-old son died in the fire. Brad is desperately seeking revenge against his former co-worker. He comes to the characters sick with grief; his career is ruined, and he feels he has nothing to live for. Brad says if he cannot get help, he will go to the man's house alone and shoot him.

9-10. **The Rumor** (Anywhere). The character comes across a newspaper which contains a slanderous article about a member her family. The rumor proves false but could destroy the family

name. The character will be very upset to find out that the whole story was written by a childhood rival. But she may have the opportunity to avenge the lies since this writer frequently lectures at the reporters' conventions in Chicago.

Weirdness

The entire existence of Vampires is weird; little in it resembles the normality of their mortal lives. Of course, just how normal were their lives?

1-2. Rampant Hell (The Rack). One weekend, while strutting through the crowds jamming the streets of the Rack, a wild-eyed old man storms straight toward the characters. He immediately begins yelling about hell and damnation, warning the characters that they have endangered their immortal souls, and that they should value their souls more than life itself. He will not leave the players alone no matter what they do, will follow them if they try to escape, and can see them if they use Obfuscate. Any who try to attack him will find themselves repulsed as though a giant, rose-scented hand rested between them and the man. Auspex reveals a bright, bright gold aura. Asking around will determine that most of the local residents think of the man as an old kook, though some think of him as an authentic holy man.

3-4. Violent Bloody Death (Barrens). While hunting through a dirty slum on the South Side of Chicago, the frenzied barking of a pack of wild dogs draws the characters' attention. A thin alley opens onto a small, dark side street. The cold, heady smell of blood permeates the air, and six wild dogs lap at a dark puddle beneath the alley's only street lamp. A body hung by the neck swings over the street, suspended from the street lamp. Occasionally the dogs leave off their drinking to leap and snap at the body. They have entered a strange form of feeding Frenzy, but once dispatched the players can take a closer look at the corpse. A noose of barbed wire holds the gruesome visage in the air, the bleeding throat has been torn almost the entire way around and evidence of the use of fangs and claws appears on the neck, face and nearly skinned chest. The bulging-eyed face is completely unrecognizable. Any character willing to touch the fly-ridden corpse for Auspex will be able to determine that a fellow Cainite took part in this brutal slaying.

5. Bizarre Voodoo (Downtown). During an evening of rooftop leaping, a strange acrid and spicy smell leads the character around a dark corner. A gruesome sight awaits her there — a slightly scorched skull staked to the rooftop by a very elaborate wooden totem carved in the shape of a devil. Strange

charms, bones, incense and painted symbols fill a meter-diameter area around the centerpiece. On closer inspection, the retracted, fang-like canines reveal the skull to probably be that of a Vampire. Research proves the symbolism to come from Haitian voodoo, although the meaning of the ritual is too archaic to be understood.

6. Ghoul at the Zoo (Lincoln Park Zoo). The characters see a bizarre story on the 11 o'clock news: actual television footage of an elephant at the zoo attacking and biting a keeper. Other keepers attempting to restrain the animal periodically find themselves lifted and thrown through the air. The news reporters attribute this to the elephant's enormous strength, but the characters may recognize it as telekinesis. In actuality, the elephant has been made into a ghoul by Anarchs as a message of contempt for the Elders' view of the Masquerade.

7. Astral Visitor (The Rack). Wandering through the hopping nightlife of Chicago, the character finds herself briefly isolated. A figure of a robust-looking Oriental man, approximately 30-years-old and dressed in priest-like robes, appears before her. This seems normal at first, but then the character notices the man appears vaguely transparent and his feet hover six inches off the ground. The intangible apparition has a wispy Kindred aura and simply seems to be watching the character. The figure will appear several more times during the evening, although he will not attempt to communicate. This Japanese Vampire noticed his western Kindred while travelling on the astral plane and is curious as to her habits. No one other than the character or those with two levels of Auspex can perceive the traveler.

8. Phantom in the Opera (Civic Opera House). While attending the opera, perhaps attempting to familiarize themselves with the Kindred who visit the Elysium, the character finds an empty box during the sold-out show. The box features a good view of the opera, so the character pauses for a moment to watch the show. Suddenly a bone-chilling breeze to the right draws his attention. A phantom-like figure dressed in an outdated tuxedo sits next to the character. The figure simply watches the opera. Characters with Auspex or an Empathy of four can actively communicate with the shade, although his main dialogue consists of shushing the character and telling him to watch the opera because this is his favorite part. Eventually the character can discover that the shade's name is Alex Geldman, a wealthy opera aficionado whose ex-wife slew him in this very seat in 1922. He always watches the same opera, *Götterdämmerung*, no matter what the opera company performs. He will remain quite courteous to the character if they express interest in that show and act with manners. He will appear in the future to characters who befriended him and may even help with any adventures in the opera house.

9. **The Hunter Hunted** (Downtown Industrial Park). All night long the character has felt that someone has been following her. Then a sickly looking young man appears before her. If questioned, he shapeshifts into a vicious werewolf and attacks without warning. This renegade lupine recently came to Chicago after learning that power can be gained by eating vampiric flesh. He seeks a neonate (the character will do) and is being tracked by his pack. If the character fends off the beastly boy, or manages to get him going after easier pickings, then that is the last she will see of the lycanthrope. If she manages to slay him, then the wrath of the pack will hound her.

10. **Unnerving Experience** (Anywhere). After an invigorating hunt, the character has decided that the time has come to consume the attractive vessel he has been following for most of the night (the young woman has a strange silver-and-gold aura). After taking three blood points, the unique taste of the blood

stuns the character, and his mind instantly opens to new avenues of sensitivity. The victim runs off for the character can make no movement and stands frozen in place. For several long minutes it seems he observes every emotion in the city, and kneels frozen and stunned where he began drinking. However, the encounter does not end here. Until the blood points he has taken wear off, the character will have a psychometry power equal to *Auspex three which he cannot turn off*. He will have no control over sensing the feelings, events and people involved with every object he touches, be it his clothes, the street, a door knob or whatever. The girl the character attacked had latent psychic powers and will probably never be seen again as she now keeps a lookout for Vampires. Feel free to make the character's new condition last as long as you want — perhaps into the next actual story section. The condition can be a prominent annoyance, or drive the character into a dormant state ("Don't let anything touch me!!").

*Under the smoke, dust all over his mouth, laughing with white teeth,
Under the terrible burden of destiny laughing as a young man laughs,
Laughing even as an ignorant fighter laughs who has never lost a battle,
Bragging and laughing that under his wrist is the pulse, under his ribs the
heart of the People,
Laughing!*

Carl Sandburg, *Chicago*